Dark Obelisk: Berinncorte Basecamp

A Fantasy Roleplaying Setting

by J. Evans Payne

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To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

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To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

Special Thanks: Kickstarter Backers
Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is hereby dedicated to my amazing Kickstarter backers, without whom I would have merely ideas, and little across the finish line.

Foreward

This is pretty nifty.

How nifty it is to you depends on your prior exposure to ***Dark Obelisk 1: Berinncorte.***

If you've never dipped a toe into the realm of **Aquilae**, and the ***Dark Obelisk*** **Adventure Path**, then ***Berinncorte Basecamp*** will be a treasure trove of inspiration and immediately-usable content for any city setting. Dozens of NPCs, dozens of monsters, all in multiple-difficulty-range stats; over 500 complete entries of crunch. Over 70 maps. Rich detail of each and every tent, room, and dungeon level. Dozens of quests and random encounters. And so on.

If you already have ***Dark Obelisk 1***, particularly the ***Dramatis Personae & Bestiary*** book, you may find some of the book duplicative of the tomes you already have. That's by design. The most straightforward reason is wanting to make ***Berinncorte Basecamp*** a standalone book, that doesn't require use of or exposure to the other books associated with it.

But my intent was also to make it easier to reference the content that's part of the setting. One of the sometimes-awkward, sometimes-useful aspects of **Dark Obelisk 1** is that the crunch is in a separate book from the adventure content. ***Berinncorte Basecamp*** attempts to combine the two in a single book for ease of reference.

Regardless of whether you need the somewhat-duplicative "crunch", there's still hundreds of pages of rich, new content to be found here, including the drop-in-anywhere **Watchspire**, and the standalone adventure **Brushgather Farm**.

So ultimately, you may disagree with what might be considered "recycling" of some of the content. But even with that critique in mind, ***Berinncorte Basecamp*** still represents hundreds of pages of brand-new, original content. In addition, nearly every named NPC now has an illustration.

Hopefully you find the resulting product useful for your gaming needs, regardless of your how you're coming to it.

Enjoy!

J. Evans Payne

Malvern, Pennsylvania

September 2017

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Prologue: A Shattered People

In the wake of enormous deeds, a people lay shattered.

Clumps of folk, disembodied from the town which had sustained them, lay scattered amongst the scarred remnants of a ravaged place.

Some persisted yet in life, clinging to the vestiges of a day-to-day pattern that no longer applied. They went about their business as though little had changed, save for the damaged vacancy in their visage... a depleted longing for a sustenance now gone, irrevocably abandoned in the frenzied flight from an apocalypse barely imagined.

They were few, and yet many. Many had perished, or worse yet, lay entombed within the walls of the city that had once been refuge, provided safety, and meant little. Though people were few, their numbers seemed larger for the invisible losses that clung to their lives, unshakable yet invisible.

For every man, woman, or child who yet survived outside Berinncorte, it was unavoidable to reckon that two more had been lost.

It was impossible to escape, this haunting. For although to see a friend was to experience bliss, the random, fantastical providence that graced you with a known face... it was also inevitably to be reminded of loss, whether it be yours or another's.

The Repair

Yet in this life, but two things are steady: death and commerce. Their numbers become swiftly burgeoned by travelers, caravans, peddlers, thrill-seekers, and pilgrims.

If pressed, many who came to the fallen city would claim a pretense, but in truth, nearly all came for the spectacle, or the promise thereof: to glimpse at chaos, to taste of despair, yet to walk away from it in the aftermath not truly the worse for it. So delicious, this secondhand pain, whether those seeking it were conscious of their actual drives or not.

And yet the beauty of the city that once was, the curious nature of its fall, and the depth of character of its people... these strange things in combination caused many who came to remain, despite their initial intent and their better interests.

A Community of Necessity

Through whatever combination of need, anguish, or schadenfreude, the collective peoples of the meager land outside the City Gate of Berinncorte came to be known among themselves as the Basecamp—a collection of souls whose ultimate intent was the rebuilding, the repopulating, of the city they lay outside.

That this goal was usually not consciously recognized in no way diminished the strength of its volition, and its surprising ubiquity among the populace. Those present had been drawn here, perhaps of their own will. Even the nonbelievers among them took but a few pints of ale to admit that they felt a calling, a pull, toward this place, though most could put neither label nor purpose to it.

Most would simply claim ignorance, need, or sympathy to their state. The roads were too perilous; best to stay put. This time of year, the way was too treacherous; nothing for it but to find a place in the hardscrabble society. Or—and this was oft the way of the caravan, the merchant, the highwayman-turned-layabout—simply put, it was far too interesting to leave.

For things were happening, here in Berinncorte Basecamp. Things that echoed beyond the unbreachable, unknowable walls of the City That Had Fallen.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

"Table 1: Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG look-up table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling.

FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Dynamic Plots

There are two ways this lofty goal is accomplished in a **FlexTale**: **FlexNPCs**, and **FlexPlots**.

FlexNPCs

A **FlexNPC** is one whose backstory, motivation, or actions may be different depending on the determination of the GM. Each such NPC has one or more **NPC Options**.

Simply put, **NPC Options** allow the GM to select, or randomize, many plot-related characteristics of the NPCs in the adventure. But before we talk about how this is done, let's briefly discuss why we would be able to do this without sacrificing anything about the story itself.

The Role of NPCs in an Adventure's Story

A well-written NPC "feels real". They have some form of backstory or motivation, character quirks and traits, and a demeanor or perspective that helps the GM give them a sense of life and reality. In many adventures, the "realness" of the NPCs is a major component in how the game is received by the players, and how immersed everyone becomes in the story. NPCs are crucial in telling the story of most adventures, and their actions frequently dictate or help to determine the outcome of the main plot of the adventure.

That said, frequently, the details of a given NPC aren't necessarily critically intertwined with the core plot of the story being told. Yes, the evil lich king who holds the realm under his sway pretty much has to be evil, otherwise the plot would be completely different. But what sort of man that lich was in his pre-undead life, what decisions he made, and the enemies or alliances he formed could differ significantly, all without derailing the core plot of the adventure.

As with the other dynamic elements in a **FlexTale**, the GM is encouraged to use this flexibility as he or she sees fit. It does add another layer of detail to the proceedings, and adds one more thing to keep track of in running the game.

NPC Options

Every NPC in a **FlexTale** adventure is designated as one of

FlexTable 2: Sample Bartender Backstory

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**War Hero**	In the Great War, Elkfist was a renowned warrior, notable for saving the lives of his comrades as much as for ending the lives of his foes.
31-40	21-50	21-30	31-100	**War Deserter**	Elkfist had his doubts about the Great War. Though it troubled him greatly, his conscience made him desert his comrades-in-arms rather than take up his blade against the innocent.
41-100	51-100	31-100	n/a	**Walking Wounded**	Though he fought in the Great War, Elkfist returned from the battlefront a changed half-orc. His demeanor now is distant and sour, and he is prone to staring off into unseen distances for minutes at a time, lost in his own memories.

the following:

- **Standard NPC** (fixed characteristics, as in virtually every RPG adventure you've ever played)
- **Flex NPC** (dynamic characteristics, determined by the GM before play begins)

Standard NPCs are used exactly as you would a normal NPC in a non-**FlexTale** adventure. **FlexNPCs** have characteristics that are not fixed.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **FlexNPCs**. Each **FlexNPC** will have one or more **NPC Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

FlexTable 3: Sample Plot Option

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Unscathed in the Attack**	Although quite shaken, the hog-herder sustained no injury in the attack.
31-40	21-50	21-30	31-100	**Wounded in the Attack**	Gloryth took some damage, and will likely bear the scars of his injuries forever... but, as he puts it, he "can still rope the swine all right".
41-100	51-100	31-100	n/a	**Slain in the Attack**	Panicked and in shock, the swineherd suffered a lethal blow during the attack. As a grisly bonus, though, he died amidst his herd.

": Sample Bartender Backstory" is an example of the backstory of a bartender.

Notice that, like with a **FlexTable**, **Context** columns on the left of the table allow for different outcomes and probabilities depending on the circumstances of the roll. In some cases, an NPC Option table does not have different Contexts.

FlexPlots

FlexPlots are very similar to FlexNPCs, except the decisions determined by the GM relate to the plot overall, rather than specific NPCs. Instead of NPC Options, there are Plot Options. The two concepts are mechanically identical, relying on a complex riff on the standard RPG lookup table to make randomized, contextually-sensitive determinations about plot details.

FlexTables will often refer to a certain Plot Option in dictating which Context to use on a roll.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **Plot Options**. Each **FlexNPC** may have one or more **Plot Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

"FlexTable 3: Sample Plot Option" an example of possible plot options around a bartender. In some cases, a **Plot Option** table does not have different **Contexts**.

FlexTale Tracker

FlexTale's dynamic plot capabilities can make for a great deal of excitement and introduce an all-too-rare element of replayability to an adventure. However, these tools also add to the complexity of keeping track of everything that is going on in a series of gaming sessions.

Since GMs have enough to do as it is, **FlexTale**-enhanced adventures contain a **FlexTale Tracker**. This is a simple checklist where the GM can keep track of all the story- and character-related decisions that have been made. Think of it as a "cheat sheet" for the GM to remember all of the various **NPC Options** and **Plot Options** in a game.

In the Appendices of each **FlexTale** is a **Tracker**—basically a summary of all of the **NPC Options** and **Plot Options** possible in the adventure, with checkboxes next to each outcome. The GM is encouraged to use this resource in two important ways:

- To facilitate planning before the first gaming session is started: the **Tracker** reminds the GM of all of the dynamic plot elements that need to be determined.
- As a reminder during gameplay of the various determinations, either to dictate the reactions or actions of an NPC, or to help decide which **Context** to use in a **FlexTable** roll.

FlexTale and This Book

FlexTale and This Adventure

FlexTale takes its form on Berinncorte Basecamp in a number of possible ways. Since it's possible to enjoy this book before, during, or after the events of ***Dark Obelisk 1***, how this book impacts and is affected by that adventure depend primarily on that timing.

It's worth noting that ***Dark Obelisk 1*** is a sandbox. Dynamic, yes, but in the sense that the PCs can do what they want, almost always when they want. The story is theirs to experience, to interact with.

In the scope of that adventure, the **FlexTale** concept is limited to a few handfuls of tables that allow for different uses and scaling of the same content.

The choices the PCs make in this adventure, however, have a significant impact in subsequent components of the **Adventure Path**. Later adventures will make more extensive use of the concepts described in this section.

FlexTale Impact Summary

Without venturing too far into the details of the main plot of the adventure, ***Dark Obelisk 1***'s central events revolve around a series of **Catalyst Trackers**. These three

metrics—one each for *Law*, *Chaos*, and *Love*—determine the influences of these powers in the setting. Fulfilling Quests, taking certain actions, or even ignoring pleas and opportunities can all cause impact to these **Catalyst Trackers**, changing the balance of power among these prime forces.

When any one of these metrics exceeds a certain tipping point value, it triggers a major event in the game world that also advances the story on to the next major plot point.

In almost all cases, events that take place in this book—outside the city of **Berinncorte**—will have an impact on the **Catalyst Trackers** of Love, Chaos, and Law.

GMs running this book in parallel to, or in advance of, ***Dark Obelisk 1*** should reocgnize that it is possible that PCs who pursue side quests and events outside the city of **Berinncorte** can cause the plot of the adventure to progress more rapidly than anticipated.

It's also possible to trigger the **Obelisk Eruption**, and to progress to the events of **Act Two**, while the PCs are outside the city.

FlexTale Recap: Dark Obelisk 1

Setup

If you are rnning Berinncorte Basecamp as a companion to Dark Obelisk 1, you may ignore this section, as it is largely a reproduction of the "Before You Begin" discussion in that book describing the setup of the Prime Catalyst.

If you are running this book before the events of Dark Obelisk 1, or completely unrelated to that adventure, then the following may apply.

Who Does What, Why?

The nature of **Dark Obelisk: Berinncorte** is a fairly flexible sandbox, which can encourage dynamic, player-driven play. However, this puts a great deal of pressure on the GM to maintain a sense of continuity, and to keep the "main plot" of the adventure in mind and driven while side quests and NPC plots play themselves out with the party.

In the ***Dark Obelisk 1*** adventure, the Dark Obelisk erupts, and chaos reigns. But who brings the disorder about, their reasons for it and their reactions to it, can all be different. Plots can play out quite differently depending on the motivations of NPCs.

As a GM, you have a choice as to how you determine these dynamic factors: Early Determination, or Late Determination. With either approach, as with everything else **FlexPlot**-related, the GM is encouraged to apply their own experience and assessment of the players and the gaming style the group has. With this in mind, you are free to randomly determine these options using dice rolls, or to explicitly pick the options you feel would be best or most interesting.

Early Determination

Using this approach, you determine the dynamic elements of the main plot arc in advance of the first gaming session. This is fairly common, since it can be done at any time.

Early Determination may also be the easiest approach for novice GMs, since you can sculpt the actions, reactions, and conversations of affected NPCs to suit the tale you're telling.

Late Determination

Veteran GMs only! Fly by the seat of your pants, and just start playing. When you need to make a determination about a major plot point, then and only then do you need to do it.

This approach allows for a much greater amount of dynam-

***FlexTable 4*: Primary Catalyst**

D%A	D%B	D%C	D%D	Result	Description
01-29	01-50	01-20	01-30	**CAT-CM** **Cleric Maghana**	Uncertain of how to reconcile her religious duties with her love of the High Priest, Maghana begins to lose faith in both of these devotions. The forces of Chaos take note, and use this as an opportunity to encroach. Monitored and triggered by the Love Tracker.
30-59	51-89	21-79	31-49	**CAT-MS** **Mayor Symms**	The Mayor's love of order and rule goes a bit too far, and she begins to lose the sense of balance that helps the application of law serve justice as opposed to rigid order. Chaotic forces swell as citizens grow uneasy with the Mayor's approach. Use the Law Tracker to determine when or if this catalyst triggers.
60-89	90-98	80-89	50-89	**CAT-CH** **Larissa**	The butler did it! This is a bit obvious, but those who worship the lords of Chaos have succeeded in bringing about the sort of disorder they preach. But be careful what you wish for—the extent of Chaos encroachment may be more than they bargained for. The Chaos Tracker is used to monitor the force of this catalyst.
90-100	99-00	90-100	90-100	**CAT-PC** **The PCs Themselves**	If the PCs slay one or more **Berinncorte Militia**, it's quite likely that Mayor Symms will declare **Martial Law** (p 342) shortly thereafter. This leads to an escalation of her normally lawful leanings, to the point where citizens actively resist the law and chaos gets its hooks into the soul of the city. There is no single **Tracker** dedicated to this force. Instead, there are certain actions of the party itself that can trigger the **Eruption**.

icness in your storytelling. If the PCs focus on a particular NPC, for example, then you can force the decision that that NPC of interest is the one who plays a major role in the story. It could be that the party ignores **Mayor Symms** altogether, and galavants about town chasing other subplots; in such a scenario, it wouldn't resonate strongly for the Mayor to be the main reason the obelisks erupt later.

You can get around this sort of problem with railroading the players into interactions with the Mayor, but a flexible GM who is comfortable with changing things on the fly can avoid this using this approach of **Late Determination.**

Catalyst Trackers

Each of these **Trackers** manages the current state of affairs and power of forces at play in the city while the PCs are within it during this adventure. Each **Tracker** is affected by Quest resolutions, actions taken by the PCs, who they speak to, how they interact with NPCs, what they do in the city, who they fight, what they loot—pretty much everything they do could conceivably have an impact on one or more Trackers.

Each **Tracker** is a visual indicator that (if printed out) can be marked with pencil to indicate the current level of **Law**, **Chaos**, and **Love** in the adventure as events unfold and the PCs interact with the citizens of the city. You can find a standalone, extra electronic copy of these Trackers for free on RPGnow, or on the Infinium Game Studio website.

These are similar to Attitude Trackers (see ***Dramatis Personae & Bestiary***), in that they are a numerical representation of a collection of behavior and interactions that can be used as a shorthand to summarize the current state of things. They differ, however, in two key ways: one, with **Attitude Trackers**, higher numbers represent a greater affinity toward the PCs; with **Catalyst Trackers**, higher numbers represent a greater sense of disruption and danger. The second difference is of course that instead of measuring the **Attitude** of a single character, **Catalyst Trackers** instead measure the collective feelings, sympathies, urges, and, yes, attitudes of an entire city.

As with everything else in this adventure, these are merely tools that are meant to help the majority of GMs and gaming groups; you are free to modify, or ignore, them as you see fit. Veteran GMs, or those who know in advance that their group's play style will not coordinate well with this approach, can implement their own replacement system, potentially using this one as inspiration of intent.

When to Pay Attention

Whenever a conversation, battle, sale, or action or interaction results in an impact on one or more Catalyst Trackers, it will be noted in the text like this: Catalyst: Chaos +2.

Unless the text specifically indicates this impact, then the party's actions generally do not have an impact on any of the **Trackers**. Of course, although this adventure attempts to discuss many contingencies and activities the party may undertake, if there's one thing that GMs understand, it's that PCs will do whatever they damn well please, and will constantly come up with inventive ways to try things that were simply not anticipated.

The GM is therefore encouraged to apply your own, additional, modifiers to any **Catalyst Tracker** in reflection of PC actions that are not covered by indicators in this text.

Finally, veteran GMs, or those whose gaming groups are simply not taking actions that result in impact to the **Catalyst Trackers** with sufficient rapidity, are encouraged to "move things along" by tweaking the state of the Trackers themselves.

Tracking Trackers

If you as the GM are using **Early Determination**, then you are really only paying attention to a single Tracker: the one that represents the **Catalyst** you have already selected as the root cause of the **Obelisk Eruption**. When that **Tracker** reaches a **Trigger** state, advance the adventure to **Act Two** and trigger the Eruption.

If instead you are using **Late Determination**, you should monitor all of the trackers, as any of them could trigger during the course of play. When any Tracker goes to Trigger, that's when the party has inadvertently selected the **Prime Catalyst**, and you should immediately skip to **Act Two**.

In addition, each Tracker has a handful of additional pieces of information. These are described below.

Starting Value

This is a number representing the conditions of **Berinncorte** at the beginning of the adventure.

As the GM, you should feel free to adjust this starting value as you see fit; it is a suggestion that is meant to represent the state of affairs amongst the characters, factions, and general plot elements in play when the PCs arrive in the city.

Low Values

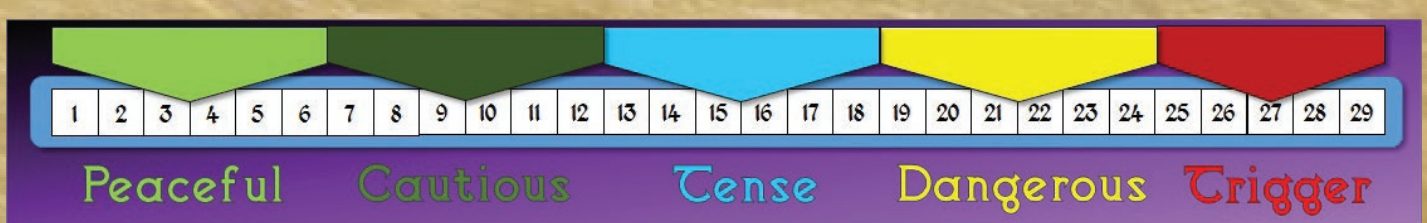
This section describes what low values in this **Tracker** indicate.

High Values

It may not be obvious what is meant if this **Tracker** escalates toward a Trigger state; this section indicates this.

Law Tracker

Summary: The imposition of law on a group who is not fundamentally and universally lawful in nature is always a bal-



ance between monitoring and control on the one hand, and free will and flexibility on the other. This Catalyst Tracker therefore does not merely reflect the extent of law and order—rather, it indicates the extent to which law impacts and interferes with the people, their desires, and their true natures. Indeed, negative modifiers to this Tracker could take the form either of decreased lawfulness, or of increased, but imposing lawfulness.

Starting Value: 22 (Dangerous)

Low Values: Indicate a effective, acceptable, and welcome creation of, and execution of, law to both help curb the bad and accentuate the good in society, to the betterment of most, if not all, citizens.

High Values: Represent either a low state of lawfulness, and/or the application of law with an iron fist or arbitrary and unfeeling will.

Chaos Tracker

Summary: Represents the degree of anarchy in the citizenry... but also the extent to which the populace embraces that chaos. A chaos unwanted will simply make the people cry out for an increase in law.

Starting Value: 14 (Tense)

Low Values: People are free to be chaotic, and do so, to limited degree. All things in moderation... including moderation itself. There's the occasional rukus or conflict, but it's swiftly and harmoniously addressed. Think of the level of chaos in the town as being the societal equivalent of "a good cry", or of the occasional bout of drinking with an old friend.

High Values: Citizens lust to embrace a higher magnitude of chaos in their lives, to break free of an existence in which they feel increasingly shackled—by their families, by their jobs, by their customers, by society, by the gods themselves, even. Blood pressures are piqued, frenzies are common, and society in general is more in a state of blackout-drunkenness or drug addiction than in balanced and occasional excess.

Love Tracker

Summary: This is really more a tracker of heartbreak, of despair, and of general emotional discontent.

Starting Value: 18 (Tense)

Low Values: Your average citizen feels actualized, self-fulfilled, and validated. This fulfillment could be derived from family, from friends, from employment, from love requited, or from a general sense of contentment and success shared by most. Families grow, happiness abounds, and productivity soars.

High Values: More and more people are sad, lonely, angry, frustrated, and filled with angst and ennui. Dark thoughts occur to many, and some may even have begun to take action on them—suicide rates increase as does this Tracker.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A **companion** to the enormous ***Dark Obelisk 1: Berinncorte*** adventure.
- A **prequel** to that adventure, taking place before but possibly impacting the events described in the adventure.
- A **suffix**, or epilogue, to that adventure, taking place after the climax of ***Dark Obelisk 1***.
- An adventure setting describing the surrounding area of **any fantasy roleplaying city**, in any campaign world, setting, or environment.
- A **standalone campaign setting**, usable as a "sandbox" style adventure without a main plot or objective, but still offering plenty of interesting quests, challenge, and intrigue.
- A **sourcebook** of NPCs, monsters, and common character reference of fully-fleshed-out and interesting characters, ready to insert into any adventure or campaign, at any level of difficulty or challenge.
- A source of "**tidbits**" of characters, beasts, descriptions, and other game elements—you can "steal" content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

Plot Summary

In the context of ***Dark Obelisk 1: Berinncorte***, upon arriving—or starting—at the titular village, your party gets acquainted with the town, its occupants, and its services. It seems in all respects a typical medieval fantasy village. The party acquires side quests and objectives, can shop and rest, and generally get the lay of the land at their leisure.

The PCs may choose to venture outside the city. Enter this book!

During the course of events, either inside or surrounding the city, things turn violent when an enormous black **Obelisk** erupts from the ground in the **Town Square** with no warning. Many prominent townsfolk are slain instantly, and in the ensuing chaos, the party has ample opportunity to live up to their alignments, good or evil, lawful or chaotic.

Evil creatures soon arrive, and appear to be defending the obelisk from investigation and generally fomenting further chaos as the town burns and screams fill the air. No matter their motives, this terror is not good for the party, and they must seek whatever order they can muster before the entire area succumbs to the forces that seem bent on destroying it.

The adventure concludes with the evil creatures defeated, the fires put out, the survivors rescued, and the town's population mostly accounted for.

Following the conclusion of ***Dark Obelisk 1***, the city of **Berinncorte** itself is impassible, and cannot be entered. The area surrounding the city changes, as many of the survivors set up their enterprises or start to rebuild their lives outside the city which is now embroiled in chaos and infused with evil.

Adventure Path Summary

This setting book was created to enhance a series of connected modules which together take the players through a single unified story. This does not mean it cannot be used on its own, however.

If you do intend to use this adventure in sequence with its companion products, here is the logical order in which to play them:

- **1: Dark Obelisk: Berinncorte**
- **Berinncorte Basecamp** (this book)
- **2: Dark Obelisk: The Mondarian Elective**
- **3: Dark Obelisk: Forge and Fluid** (working title)
- **4: Dark Obelisk: The Siege of Berinncorte** (working title)

In addition, the **Adventure Path** described above is intended to be the beginning of a much broader story arc and campaign setting.

Regardless of which pieces of the envisioned world and story are published when, the intent is for a GM to be able to pick up any piece of the overall campaign setting and be able to play it without having any background of the other components that may come before or after it.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been pre-

constructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

The bartender asks the party to slay **2d6** Giant Rats that have invested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Wooden Door (example)

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time. At any rate, rewards are shown with blue boxes like this one:

Treasure Chest (example)

+1 dagger; **15 pp**; two **diamond necklaces**, each worth **75 gp**.

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Acid Needle Trap (CR 1) (example)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 17

Effect Atk **+2** melee and melee touch (**1d2+1d8** acid)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time! You'll find monster stat summaries and full-crunch blocks in red boxes like this one.

Berinncorte Militia (example)

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

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

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

PC Replacement Opportunities

No way around it: **Dark Obelisk: Berinncorte** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or if they or the GM railroad themselves into a very rapid escape from the city in **Act Three**, it's unlikely that they will all survive.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

Replacement: Dimblegruffe (example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters. Please refer to page 342 for her detailed information.

These opportunities are chances for the specified NPC to be "taken over" by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the "taken over" NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the "taken over" PC and that rival should reflect that animosity in the player's roleplaying.

Variable Challenge

Dark Obelisk: Berinncorte was designed initially as an adventure for four to six first-level PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and

nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people

might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone "all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?"

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

To play **Dark Obelisk: Berinncorte**, there are a few options to choose from to introduce your players to the larger world. Which option you select as a GM, and as a roleplaying game group, will depend mainly on how you want this adventure to tie in to the larger world and/or campaign setting.

Throughout the adventure, you will see sidebars that describe how a particular encounter may play differently depending on your approach to tying this adventure into a larger gaming world.

As a Start to the Adventure Path

This is the simplest option to using this adventure: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Then, feel free to "drop" the party wherever it makes the most sense to do so—the inn or tavern being particularly traditional choices.

Using With an Existing Campaign

The plot, NPCs, and other elements of **Dark Obelisk: Berinncorte** do not hinge on a dependence to a particular gaming world. As such, it should be straightforward to use this adventure as a one-off module in the context of a grander, established campaign setting-—either one "off the shelf", or one of the GM's own creation.

In fact, **Dark Obelisk: Berinncorte** does not require you as a GM to have any larger gaming world established, described, or chosen. You can just play it as-is. If you choose to continue playing the other modules in the **Adventure Path**, you can spool out additional details about the gaming world as they become relevant; for any given moment in time, your gaming group can focus simply on the plot and action happening that moment, and leave the world-building and grandiose backstory for a later time.

Where In the World...?

Berinncorte City was designed to be somewhat typical in nature and needs in terms of where it could be placed in a n existing or new game world.

Realistically, it can "go anywhere", so long as that context isn't too extreme—for example, it probably doesn't make much sense to have **Berinncorte** atop a mountain surrounded by a moat of lava!

Berinncorte can be situated in any temperate climate. The intended, explicit environs surrounding Berinncorte will be elaborated upon in subsequent campaign material, but suffice it to say that all of the following elements are nearby:

- **Forest**, very close by.
- The **river**, that flows through the city in the southwest corner, of course continues to the west and south.
- **Hills** to the north. These will play a major role in the second component of this intended **Adventure Path**.
- **Mountains**, a bit farther off to the north.

As a Start to a New Campaign

You may wish to use this adventure to kick off a new campaign... but don't necessarily want to follow the **Adventure Path** to which it leads. Or, you may have an established campaign in mind

In such circumstances, feel free to ignore or amend any references to geography beyond **Berinncorte** found throughout the adventure. You can "place" **Berinncorte** anywhere you like within an existing map, campaign setting, or geography that makes sense. In doing so, remember that **Berinncorte**, while featuring some significant qualities, is not meant to be a geographic, economic, or political hub, and is in fact intended to be somewhat remote relative to other towns and villages.

You can also use **Dark Obelisk: Berinncorte** as a "transitional adventure" to change the setting, context, or theme of an existing adventure campaign. This is a bit trickier, since this module is meant for first-level characters. However, experienced GMs can modify the difficulty of challenges found herein to adapt the content to be a suitable match for more powerful PCs. Used in this manner, you can use the obelisks' eruptions to disrupt existing cities in your campaign world—if you're up to a bit of tweaking and advance preparation, you could even adapt the adventure so that it takes place in an existing city of your choice!

Hooks and Links

If you're looking for reasons that the party seeks out **Berinncorte** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel to **Berinncorte**.

Paladins

Rumor spreads of a growing angst between the **Sheergath Temple** and the **Zugul Church** in **Berinncorte**. A Paladin's local church, priest, or lay staff may request that the party's paladin assist, or explicitly task the PC with a mission to investigate the source of the strife and negotiate a truce between the factions.

Rogues

Every thief worth her lockpick knows that **Berinncorte** sports a wide variety of lucrative challenges—the fishery, the apothecary, the two richly-appointed churches, and the elaborate **Mayoral estate**. Such a test of the nimble-fingered adept's talents should prove more than enough to merit a journey. If none of the party's rogues takes the bait, you could always have a known ally or fellow rogue mention outright that **Berinncorte** has "good sport" and is "worth yer while".

Fighters and Martial Characters

For such a small village, **Berinncorte** boasts a substantial militia, and its training facilities and **Barracks** are renowned for their combat prowess. Even the most skilled or jaded warrior could learn a thing or two... or so go the rumors.

Arcane Classes

Berinncorte's Library is one of the best in the region, and its magical services outstrip those of towns much larger in size and economy. It's said that the library contains spells not otherwise available in the area... and that its workers, properly motivated, cater to all manner of arcane leanings.

Divine Classes

Between the **Sheergath Temple** and **Zugul Church**, and the growing turf war between them, there's more than enough incentive to provide clerics of virtually any alignment. Those of Chaotic or Lawful faith will have an immediate sympathy with the church that is given to their alignment. Those of Evil or Good faiths may have reasons to support one or the other church, but may not immediately see it as a priority to get involved. True Neutral faiths may feel compelled to remain impartial.

If you are still having difficulty engaging players along the lines of faith, you can always indicate that although the particular faiths involved may not relate directly to the interests of the party's cleric, the strife is but an example of the threat of greater ecclesiastical conflict in the region—peace between faiths that are not meant to have actively at war is ultimately in the interest of all gods!

Monks and Druids

These classes have a bit more difficulty being drawn to a place such as **Berinncorte**... at least initially, before the Obelisk's arrival. The town does feature some excellent natural resources, a beautiful river, gardens in excess of what might normally be found in a village of such size... it could be that a monk or druid wants to investigate further in order to find peace and ensure that the townsfolk are living in harmony with the bounty they have found themselves near.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Ecclesiastical Strife

Mentioned before, and in more detail later, the growing conflict between the **Sheergath Temple** and the **Zugul Church** in town is cause for interest across the region.

A Solid "Base Camp"

Divine and arcane spells, a talented—if evil—apothecary, arms and armor galore: **Berinncorte** has abundant resources for any adventuring party. If nothing else, it could serve as an outstanding base of operations from which to explore other dungeons, caves, and areas of interest in the greater geography. Although the details of the region are discussed in greater focus in subsequent elements of the **Adventure Path**, a party looking to start their adventuring careers could do far worse than **Berinncorte**.

Friends of Olde

Many of the prominent NPCs in **Berinncorte** come from an adventuring background. It's feasible that one of them was mentor to a party member years ago, or a close ally to their mentor now. A dying relative or father figure, a deathbed nostalgia for exploits "back in the day", or other motivation could be just enough to convince a party member to make the journey to the city... or simply to justify why they are starting their career in the town.

Feel free to adjust the manner of introduction for key NPCs if this approach is taken. For example, the PCs may enter the town with instructions to go directly to the **Blacksmith's hut**, or they may simply begin their adventuring in the **Town Square**.

The Campaign World

Overview

Aquilae, the campaign setting in which **Berinncorte** is located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the adventure itself! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the "day-to-day" plot of this particular adventure.

However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

Dark Obelisk: Berinncorte aims to provide sufficient description of the larger campaign setting so you as a GM have what you need to run the adventure. While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquilae** that you may want to bear in mind as you guide the PCs through events—so you don't have to "backtrack" in subsequent components of this **Adventure Path**.

What You Need to Know

Here's an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
- **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- There is a power struggle between **Sheergath**, the chaotic-neutral god, and **Zugul**, the lawful-neutral deity. Both gods have churches in town.:
- **Zugul's** church is larger (and even has its own administrative building and garden).
- Though officially neutral in the matter of religion, and though officially the city has no formally designated religion, it is difficult to ignore the political and social implications that **Mayor Symms** (p 347) is a devotee of **Zugul's**.
- The **Berinncorte Militia** (p 29), a major faction in town, is by nature a lawful organization. Though many members of its ranks worship **Zugul**, the militia itself has no official religious leanings.
- The **Obelisk Eruption**, and the titular **Dark Obelisk** itself, are harbingers of a much greater encroachment of chaotic and undead forces into **Aquilae**.

High Ability, Low Tech

"What I'm fighting for is to prove I'm a better man than the others. There's many a man worse than me, and some better."

—Sgt. Buster Kilrain, *Gettysburg*

Leafing through the substantial ***Dramatis Personae & Bestiary*** accompanying book, you may notice that the **Ability Scores** of most key NPCs are not what might be considered "average". This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren't prevented from taking by some innate quality or limitation.

It's possible to have a great deal of fun with either philosophy, or anywhere in between. This adventure, the city of Berinncorte, and the realm of **Aquilae** all operate under the theory that people are people, and most

In addition to which, **Berinncorte** sports a goodly number of fairly talented individuals. Hence the stats.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to "handicap" any or all NPCs so that they are more in line with your players' expectations of what is considered "normal".

Religion

Gods play a major role in **Aquilae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquilae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain "human" weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the "society" of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church's responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquilae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

About Religion Profiles

The profile of a religion contains the following information. It's important to note that the descriptions provided apply to the religion entire, and not merely to the presence of the religion within Berinncorte city limits.

Icon / Badge / Symbol: A description of the kind of iconography used to represent the religion, as well as an example of the badge itself. This symbolism finds its way into sculpture, vestments, armor, shields, flags, writing, personal and atop-building holy icons, and other visual representations involving the faith.

Alignment: Most religions have one or more alignments that describe the majority of the faithful. In most cases, this is a single alignment, and adherence to it is either a strict prerequisite for membership, or at minimum a strong recommendation.

Worshipers: The sorts of followers this faith tends to attract.

Domains: One or more domains and/or subdomains associated with the deity. Particularly important for clerics of that deity to determine domain-oriented spells.

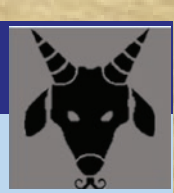
Favored Weapon: One or more weapons that tend to be associated with the deity. Clerics of this faith tend to carry this sort of weaponry.

Description: General notes and comments about the religion, its members, its power and influence.

Sheergath, God of Resigned Fate

This Chaotic Neutral deity has a significant presence in **Berinncorte**—the second-largest building of religious significance is devoted to her. Most lower-class citizens worship **Sheergath**; nearly all well-off citizens do not.

Sheergath, God of Resigned Fate



Icon / Badge / Symbol: A goat head, or a female face with goat horns and/or goatee

Alignment: Chaotic Neutral

Worshipers: peasants, laborers, commoners

Notable Worshipers: Larissa the Elder, **Denzys**, **Unglar**

Domains: Chaos, Liberation, Death, Earth

Favored Weapon: sickle

Description: Usually depicted as a female, humanoid but with some goatlike features (goatee, and three small horns atop her head). Followers typically worship her out of a sense of disenfranchisement, of feeling as though their voice is not heard and their interests not served—either by government, faction, or other religions.

Religious Strife in Berinncorte

There is a power struggle of a sort between **Sheergath** and **Zugul** in the city. **Zugul** has the advantage in many ways: larger houses of worship, more powerful followers, and the influence of several key factions in town, most notably the **Berinncorte Militia**.

However, **Sheergath** has the advantage of numbers: the downtrodden and disenfranchised significantly outnumber the prosperous and powerful. The divide between gods in **Berinncorte** represents not only an alignment or theological difference, but one of perspective: chaos and law are at odds with one another, and each feels there should be less of the other if society is to be improved.

Many of the **Prime Catalysts** (p <?>) for causing the **Obelisk Eruption** are related to this conflict between the gods.

Zugul, Lord of Order

Law and peace are the main tenets of **Zugul**... though he doesn't seem to care much how these goals are achieved. Paintings, carvings, sculptures and stories evoke a calm, rational man focused on the betterment of his fellow people. And although his depictions de-emphasize weaponry, his simplified sigil is a mace over a lightning bolt: force is a very real part of his character, and his following.

Zugul, Lord of Order

Icon / Badge/ Symbol: Lightning bolt and mace.

Alignment: Lawful Neutral

Worshipers: Merchants, military, government

Notable Worshipers: Cannock, Maghana, Daratis, Otibus

Domains: Law, Community, Protection

Favored Weapon: Light mace

Description: A bearded knight with long, greenish hair is typically how **Zugul** is rendered. He always carries a mace in his right hand, though it is depicted as smaller scale than the man himself, representing the necessity of force in a lawful society—but the preference for it not to law's foremost tool. His left hand sometimes bears a shield; other times, it is raised in greeting or command.

Factions

Dozens of factions, religious and secular, struggle for control and influence in the greater world of **Aquilae**. **Berinncorte** is a smaller village, somewhat remotely located, and although it is proximate to natural resources, it is not a crucial part of the greater territory.

About Faction Profiles

The factions discussed here are the ones with the greatest influence in the city, and those with whom the residents are aligned.

Each faction has quite a bit of information associated with it, as follows:

Badge / Icon: Iconography can be important in factions. The symbol of a faction might be used to inform members as to the whereabouts of meeting locations, signal membership to others, or simply as a form of medieval "advertising" to spread knowledge of the faction's presence.

Type: The general nature of the faction and its goals.

Alignments: Some factions enforce only certain alignments in their membership; others tend to attract those of a particular alignment. Many factions don't care so much about alignment, and welcome members from all backgrounds and demeanors.

Motivations: The driving force of the faction itself, or the common goal, behavior, or desires of its membership.

Day-to-Day Goals: What the group hopes to accomplish on a day-to-day ongoing basis. Typically, this is a more humble hope than Long-Term Goals.

Long-Term Goals: In addition to short-term goals, most factions have an over-arching agenda they realize may take a long time to bring to fruition.

Notable Philosophies: A phrase or mantra that best summarizes the beliefs of members.

Influence: How much power the group and its members wield, if pressed to do so. This can be political power, military strength, magical prowess, etc.

Reputation: The general sentiment those outside the group have of the group itself.

Leadership: The nature of the faction's leader(s), how they come to power, and under what circumstances leadership can change.

Inner Circle: In addition to Leadership, some factions also have an "inner circle" or group of Elders within their ranks. Such elite members are often privy to secrets about the faction and its motivation.

Size: Most factions have a fluctuating membership; the Size noted here is typically a range.

Stability: Thousand-year guilds or start-up social clubs, this indicates how likely the group is to still be around in a few years.

Enemies: If the group has enmity with any other factions, they are listed here. Sometimes, this is a general statement as to what sorts of people or organizations would be unwelcome in the midst of this faction.

Allies: Any formal alliances, or informal relationships, between factions are noted here.

Resources: This section describes how many resources the organization as a whole has at its immediate disposal—this can be arcane knowledge, money, or other assets.

Description: A summarization of the nature of the faction and its behavior. Anything noteworthy about the group that doesn't belong in another heading goes here.

Membership: Most groups won't let just anyone into their ranks—at least without getting to know them. Many groups demand something else, too: money, in many cases, but in certain factions, it may be necessary to embark upon a quest, create an item, discover new knowledge, save the life of an existing member, and so on.

Members: Description of the membership of the faction, whether any races, classes, etc. are forbidden.

Common Traits: If members have anything in common—either formally as part of their membership, or if many of them just happen to frequently have something notable about them—it is mentioned here.

Demeanor: The attitude of members, both in general (are they paranoid? Devout? Irrational?), and in the context of the faction itself (do they deny the group even exists? Are they proud of their membership?).

Tribute & Dues: Factions are not religious, but the gods and governments of **Aquilae** demand that even those who choose a secular lifestyle contribute as they are able. Nearly all factions collect at least a **1%** tribute from each member annually. In all but the most extreme cases, members are not prevented from giving additional tribute to other religions or groups as they wish.

Factions in Berinncorte

Berinncorte City

Icon / Badge: A rounded-kite shield, quartered with crimson and parchment.

Type: Government.

Notable Members: Dominika Symms, Cannock, Gurth, Ota Kuiduru, Oneib, Welby Goodbarrel

Alignments: Any allowed, though Lawful predominates.

Motivations: Keeping a city running.

Day-to-Day Goals: Keep **Berinncorte** running; maintain order.

Long-Term Goals: Help the city and its inhabitants to thrive by establishing relationships, trade, and investing back in infrastructure.

Notable Philosophies: Law and order are the most effective means of running a city.

Influence: Average.

Reputation: Good.

Age: Mature (~125 years).

Leadership: Autocracy (**Mayor Symms**).

Size: Small (~30 members).

Stability: Highly Stable.

Enemies: None officially.

Allies: Other cities in Aquilae.

Resources: Above Average.

Description: This is the government of **Berinncorte**, to which some notable NPCs are allied.

Membership: All members are either hired or appointed by the government.

Members: Typically Lawful or Lawful Neutral citizens with a knack for administration, or a special skill.

Common Traits: Other than their Lawful alignment, government officials tend to like their city. **Berinncorte** may not feature the social life, culture, or other features of larger cities, but it is prosperous enough, and most of its citizens enjoy their lives and feel secure.

Demeanor: Effectiveness and efficiency, law and order are the goals of most government employees.

Tribute & Dues: Employees are expected to **Tribute 1%** of their wealth annually to the city. Citizens are also expected to tribute, either directly to the city, or to one of its factions or religions. As always, employees or citizens are welcome to tribute additional wealth to **Berinncorte**, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Berinncorte Militia

Icon / Badge: The **Berinncorte** coat of arms, crossed by a silhouetted sword.

Type: Defense.

Notable Members: Ash "Executioner", Debran Ormrick, Amadan, Skutt Krundarr

Alignments: Any allowed, but tend toward Lawful.

Motivations: Keeping the peace.

Day-to-Day Goals: Maintain order, stop crime.

Long-Term Goals: Hunt down criminals and help improve the quality of life of all citizens by providing for the common defense.

Notable Philosophies: Peace comes from a well-trained and capable security force who walk among the people and know their neighbors.

Influence: Above Average.

Reputation: Good. Though some may balk at the Lawful state of things in the city, few can argue with the results.

Age: Mature (~100 years).

Leadership: Militia Master Tansden is in charge of the force.

Inner Circle: There are several others with leadership positions within the Militia: **Vice Master Skutt Krundarr, Armsmaster Amadan, Trainer Ash,** and **Treasurer Debran Ormick.**

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies: None.

Resources: Very high.

Description: Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Membership: Requires inventing something and giving the schematics to the Order.

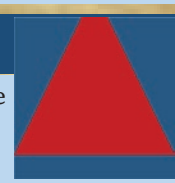
Members: Inquisitive and creative people of all races and backgrounds.

Common Traits: Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose. Driven, dedicated, and unshakable in their belief that they can and will execute what the dream about.

Demeanor: Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

The Scarlet Path



Icon / Badge: A dark red road-shaped triangle pointing north.

Type: Intelligence, Politics, Policy.

Notable Members: Biggen Gurble, **Hueykins**

Alignments: Lawful Evil (predominantly).

Motivations: Power and control.

Day-to-Day Goals: Know everything, of everything, about everyone.

Long-Term Goals: Gain control and influence of everything.

Notable Philosophies: Wealth is of use only as a means to furthering the ends of the faction.

Influence: Below Average.

Reputation: Poor.

Age: Ancient (though with different names over the years).

Leadership: Council, with Councilmaster. Councilmembers are elected via open ballot. Bribes to leaders are outlawed, though gifts as thank-yous are commonplace. Leadership is typically competent and decisive. Audiences with the Council are rare, and by special arrangement only.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: All other factions, really, in theory.

Allies: Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources: Many. Merchants, politicians, and sages belong.

Description: Secretive and operating under the cover of shadow, The Scarlet Path nevertheless wields immense influence across Aquilae. In some cities they operate nearly in the open as a poorly-kept secret; in others, their presence is

known only to those agents stationed there.

Membership: Requires influence, action, and acknowledgement by existing members.

Members: No distinguishing characteristics... that's the whole point!

Common Traits: Appear as normal people, but nearly all members are Lawful Evil.

Demeanor: Members tend to be secretive about the faction, but not necessarily secretive individuals—they "hide in plain sight".

Tribute & Dues: The Scarlet Path requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Lowman's Group

Icon / Badge: A utensil (frequently a spoon) silhouetted against a plate (typically a simple circle).

Type: Social / Support.

Notable Members: None.

Alignments: All allowed and accepted.

Motivations: Support of the needy.

Day-to-Day Goals: Ensure all members have access to basic human requirements such as food, shelter, and transportation.

Long-Term Goals: Ensure all members prosper by lending whatever form of other assistance a given member requires at a certain point in their lives.

Notable Philosophies: There is no one so noble who cannot fall low; there is no one so low who cannot gain ground.

Influence: Average.

Reputation: Excellent. Though many disagree with either the aims and/or the methods the group employs, ultimately, it's only members who are affected.

Age: Recent (<10 years).

Leadership: Head of Household and a leadership committee of 4 other Family Leaders. All positions rotate twice a year: the current Head of Household may become a Family Leader; any Family Leader may be elected Head of Household by the other Family Leaders; any Member may be elected a Family Leader by her peers. Family Leaders who do not become Head of Household rotate out automatically. While this approach introduces a fair amount of chaos and inconsistency, it meets the group's goals of fairness and offers ample opportunity for always-fresh perspectives in positions of authority.

Size: Medium (80-300 members).

Stability: Fairly Stable. Membership waxes and wanes a great deal; the largest problem is ensuring members maintain their commitments to the faction after achieving prosperity of their own.

Enemies: None.

Allies: Medical, religious, or other factions who help the impoverished, ailed, downtrodden.

Resources: Slight. The institution itself has almost zero resources to speak of; individual members have their own wealth such as it is.

Description: Lowman's Group was formed by a bartender whose best customer drank himself to death, alone. Out of guilt that the bartender never got to know the customer, even though he was there constantly, he started this faction as a kind of a social club, networking, and outreach program all in one.

Membership: Members must guarantee shelter and food, or accompaniment for travel, for any other member. Any member may apply for financial, protective, magical services, or other assistance from the Head of Household and the Family Leaders. Outside of brief room and board, supplicants must inquire formally at the faction lodge, and make their case. Any supplicants whose request is denied automatically suffer demotion of one level of membership. There are "levels" of membership in Lowman's Group. Each level increases the burden: one week's room and board, one day's journey, one spell level of magic per month, and one percent wealth tithe contribution, per level of membership.

Members: Used heavily by very unfortunate or low level adventurers, or former adventurers who have fallen on hard times. Drunks, addicts, and others chronically in need of external assistance also tend to be foul-weather adherents.

Common Traits: None, though it's rare to find a truly prosperous / wealthy member.

Demeanor: Members tend to have a relaxed, calm, and generally warm attitude toward strangers, out of the knowledge that anyone else might also be a member.

Tribute & Dues: Lowman's Group collects no tribute itself, and keeps no resources on-hand as a central body. Members are required to donate up to 1% of their wealth to other members per level within the faction, within certain limits. Beyond that, special one-off gifts or devotion of wealth or resources are coordinated by the Head of Household and Family Leaders if a supplicant's request is granted.

Order Mechanique

Icon / Badge: One or more black gears against a dark field.

Type: Trade guild of inventors and tinkerers.

Notable Members: Blacksmith Dimblegruffe

Alignments: Any allowed, but tend toward Evil or Neutral alignments. Those of any Good alignment tend not to be allowed into the Inner Circle.

Motivations: Creativity, invention, advancement of technology.

Day-to-Day Goals: Get, and help others get, a little bit better at tinkering.

Long-Term Goals: Change the landscape of civilization by making truly impressive things possible through technology.

Notable Philosophies: Anything magic can do, technology can do... and perhaps a bit more reliably!

Influence: Below Average.

Reputation: Good.

Age: Mature (200 years).

Leadership: A single Guildmaster holds the reigns, but he/she is elected and holds office for only a single year at a time.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies: None.

Resources: Very high.

Description: Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Membership: Requires inventing something and giving the schematics to the Order.

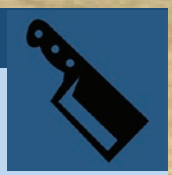
Members: Inquisitive and creative people of all races and backgrounds.

Common Traits: Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose. Driven, dedicated, and unshakable in their belief that they can and will execute what the dream about.

Demeanor: Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Meatsmiths



Icon / Badge: A black cleaver against a dark field.

Type: Trade guild of butchers and animal farmers.

Notable Members: Ganyc, **Aramil Xiloscient**

Alignments: Any allowed and supported.

Motivations: To ensure meatcraft is viewed as a prestige profession, and to encourage high protein prices.

Day-to-Day Goals: Advocate for, and increase, meat sales.

Long-Term Goals: Identify ways to reduce cost and increase quality and diversity in the harvest. (Note, however, ulterior motives in Description!)

Notable Philosophies: Butchers and farmers have difficult jobs, and it's not easy to ensure a quality product.

Influence: Below Average.

Reputation: Poor. In addition to being a somewhat gruesome profession, many question why these workers in particular need a guild to begin with.

Age: Mature (100 years).

Leadership: A single leader, called "the Cleaver". He or she rules the entire guild alone, and gets to decide when and if they retire, and who takes over the position. In practice, political and peer pressure are exerted if the Cleaver is found to be doing a poor job; the voice of members is certainly heard, even if there is no formal obligation to respond to them.

Inner Circle: There is also an Inner Circle of high-level members, typically between 19-40. These members are part of a dark and necromantic offshoot of the faction focusing on Fleshcraft: golems, augmented constructs, body manipulation, and enhancements. It's gruesome and macabre, but their work promises to bring about implants that bridge the gap between man, machine, and magic.

Size: Medium (50-200 members).

Stability: Somewhat Stable. The "face" of the guild is certainly stable, as the profession will always endure... but the faction's ulterior motives, if discovered, would lay waste to the group fairly quickly.

Enemies: Lawful Good professions.

Allies: Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources: Slight. Butchers tend not to be the wealthiest of tradespeople, and those elite in the Inner Circle tend to be of arcane bent, spending nearly all their resources on necromantic components, research, and books.

Description: Butchers and animal farmers from all over are welcome to join the Meathsmiths, who focus on animal husbandry, creature farming, butchery work, sales and trade. They prefer the term "flesh artisan" to the simple "butcher", though in practice their term is used almost exclusively by members.

Membership: Automatic, if you're an animal farmer or a butcher and wish to pay Tribute to the faction.

Members: They're all butchers or farmers. Though those in the Inner Circle are members of these professions in name only; they are nearly all necromantic wizards.

Common Traits: Most butchers are members, and nearly all members are butchers. If anyone did some proper research and inquiry, they would quickly find that the faction's ranks hold zero members of Good alignment, however.

Demeanor: Members will name-drop the guild as often as possible, and imply that to be a butcher is to continue a long, and storied, tradition of flesh artisans who have worked and honed their technique for thousands of years, and so on.

Tribute & Dues: Those wishing membership in Meathsmiths must comply with Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Members or non-members may puzzle at how little the guild appears to do with these resources... this is because the Inner Circle spends nearly everything on necromancy.

Liquid Guardians

Icon / Badge: A stylized water droplet, typically dark green, against a dark field.

Type: Trade guild.

Notable Members: Aramil Xiloscient

Alignments: Any allowed and supported, though Chaotic is most popular.

Motivations: Knowledge. Specifically, the secret of life... and of power over death.

Day-to-Day Goals: Promote and exercise the practice of potion-making and brewing.

Long-Term Goals: Discover the secret of immortality in a bottle.

Notable Philosophies: If it's possible to create, forge, or evoke, you can put it in a bottle.

Influence: Below Average.

Reputation: Fair. Nobody really pays them much mind until they need a potion.

Age: Ancient. Was popular long, long ago, but a "dark age" of the sect prevented its practice until recently (about 15 years ago).

Leadership: Single leader called the "Imbiber of Truth". Appointed for life, but given leadership's habit of themselves trying out the next attempt at a potion of immortality, this is significantly shorter a span of time than it might seem. Most Imbibers only last between 1-3 years.

Inner Circle: 19 designated Elders, all of whom are privy to the guild's secret: Historians are convinced that the sect of long ago did in fact succeed in their attempt to discover ancient and terrible secrets. Their dark knowledge, power over life, is said to be forbidden by the gods themselves, and brought about the ruin of the faction, though Elders differ on what happened exactly. Some believe they were punished by the gods themselves for their illicit knowledge, destroyed in a fiery wrath. Others believe that those who knew the secret instead became gods themselves. Cynical Elders think it's more likely that the gods played no role whatsoever—those in power wanted to keep the secret for themselves, and destroyed the entire cult lest others uncover their mysteries.

In truth, this last rendition is most accurate: Elders from long ago acquired what amounts to a functional immortality, and leaked just enough info to local Paladins to have them destroy and purge the cult. Surviving the extinction were but small handfuls of elders... who, gifted with the secret of eternal life, walk among us still!

Rise of this faction and research into its history also reveals an offsetting faction of paladins, also still around hiding in a subsect of a well known paladin / cleric religion, keeping watch and hunting the remaining "liquescent immortals".

Size: Small (50-125 members).

Stability: Somewhat Stable.

Enemies: Everyone else, though other factions aren't even aware of this enmity.

Allies: Liquid Guardians trust no others with their work or the secrets they pursue.

Resources: Average. Potioncraft is an effective means to profit, but as the guild is effectively limited to arcane brewers, there are precious few among their ranks with actual political power or trade influence.

Description:.Brewers and potionmakers from all walks of life claim affiliation with the Liquid Guardians. Their goal is the elevation of their tradecraft, which they view as a skill and practice above practically any other.

Membership: The sect assumes a total membership—that is, if you brew potions, the Liquid Guardians will eventually find you and ask that you formally join their ranks. And pay your share of Tribute, of course.

Members: Secretive to the point of paranoia, members of any rank will defend the guild to the last, firm in their belief that they are doing the work of the gods themselves... or, at least, seeking their power.

Common Traits: All members must have the Brew Potion feat, and preferably, practice the art. This can be either as a business, or as part of adventuring or other endeavors—members need not make potions as their sole focus.

Demeanor: Liquid Guardians tend to be shy and protective about the existence, let alone the nature, of their faction.

Tribute & Dues: Liquid Guardians require a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. In addition, the Imbibder of Truth or her Inner Circle of Elders may approach any member for special additional services, which include surveillance, information-gathering, potion-brewing, attempts at a new concoction, and, in rare cases, they might ask for a guinea pig to try and drink a new mixture to test its effects. Such "extra services" as these typically earn the giver significant favor in the faction... if they survive the endeavor, that is.

Antimagic Shell

Icon / Badge: Orange shield atop a dark field, with a circle in the middle bisected by a line from southwest to northeast.

Type: Belief, Lifestyle

Notable Members: Vanya Berezin

Alignments: All are allowed and accepted, though Lawful (and particularly Lawful Evil) alignments are most common.

Motivations: Prevention and elimination of perceived "taint" through lifestyle modification and living in accordance with their beliefs.

Day-to-Day Goals: Avoid being "tainted" with magic, and seek cleansing redemption if it's unavoidable.

Long-Term Goals: Reduce, or eliminate, the role of magic in society as a whole.

Notable Philosophies: Magic is a subtle form of evil, loosed upon this world by dark forces who seek to undo the gods themselves.

Influence: Very Low.

Reputation: Poor. Magic is so useful in so many ways, most people find it very difficult to understand the group's perspective... or their motivation.

Age: Recent (10 years).

Leadership: No formal leader. Some in the group are more respected and their will more acquiesced to than others. The group does own a single stronghold which it uses as its headquarters. Some members are labeled "Elders" but it's unclear to most how this designation occurs.

Size: Small (20-125 members).

Stability: Unstable. Membership fluctuates a great deal; attrition is a major factor. Most members discover quickly how dependent they had been on magic and on magical effects... this either hardens their resolve to abstain, or helps them justify reverting to "normal" life.

Enemies: All magical factions, certainly, though they would not "war" with them formally.

Allies: Members of the Antimagic Shell respect those of the Order Mechanique. For their part, the Mechaniques think the Shell to be silly and bizarre, but they're only too happy to take advantage of the perceived camaraderie on occasion.

Resources: Very Low. Forbidding magic, and dealings with those who traffic in magic and magical items, severely limits commerce and opportunities for influence.

Description: Detractors will joke that this is a tiny cult formed by people too stupid to become magic-users... and there's probably a grain of truth in that assessment. No matter its origins, however, the present-day Antimagic Shell preaches a strict no-magic way of life, and claims all sorts of benefits from adherence to its doctrine.

Members: see magic as an unclean taint, almost an infection of mind, body, and soul. Their "evidence" for this belief is society's over-reliance upon magic and magical items and effects.

The name is a none-too-subtle play on the spell of the same name; they envision themselves as a protective shell that shields civilization from the fouls of magic. Any member caught casting magic of any form (arcane, divine, Ranger, Druid, Bardic—anything at all) is immediately expelled from the faction.

Those using magical devices (wands, staves, magical arms or armor, or even a potion) or affected by magical spells must defend the action informally to at least three other members. Based on their assessment, the offending user may be expelled, or be required to do cleansing penance to purge the taint. This takes the form of an immediate Tribute to the faction of 1% of current wealth for each spell level (or magical item bonus) used or suffered, plus one day's "voluntary solitary" confinement and labor in the faction's stronghold.

In practice, this is fairly lenient—after all, if someone is the victim of a fireball, or must quaff a potion of cure moderate wounds to avoid death, it's certainly understandable.

Some magical items are permissible. These must undergo a "protective ceremony" conducted by the faction's Elders. In truth, this ceremony doesn't do anything concrete to the weapon or armor, but the Elders require a 1% Tribute of the owner's wealth per spell level of effect or Caster Level of the effect granted by the device.

"Pre-protected" magical items are available for sale at the faction's stronghold... for twice the retail price.

Despite the obvious mercenary cynicism in this structure, nearly everyone in the faction truly believes that their choice of lifestyle is the "right way", and makes them purer, more complete, and less tainted than those who walk a different path. The useless ceremony, the penance, and the multiple forms of extra tribute are merely to enforce the lifestyle and underscore its importance to those who are on the fence as to following it.

Membership: Requires only the disavowal of magic—which is more difficult than it might seem. No spell-use, of course, but beyond that, no magical healing, no magic weapons or equipment, no wands, staves, or other magical devices... and perhaps most frustratingly, members should not themselves be a target of magical spells or effects. No races with innate spell-like abilities are allowed membership, regardless of promises to abstain from use.

Members: Aside from owning no magical items, casting no spells, seeking no magical assistance, and picking non-magical jobs, they tend to be normal people in all other respects.

Common Traits: There's usually something (aside from mere membership in the Shell) that causes them to be, or feel, separate from other people.

Demeanor: Tend to be somewhat reclusive. If questioned about their devotion, they will gladly spell it out for you (pun intended).

Tribute & Dues: The Antimagic Shell requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. It should be noted that although the mechanism for delivering and coordinating Tribute involves magic, the faction views this as an unavoidable sin—if the gods themselves demand that magic be involved in their tribute, it can hardly be toxic. Man-made, or man-executed, magic is the real evil to be avoided.

Platinum Flag

Icon / Badge: A silver-blue flag atop a dark field.

Type: Financial.

Notable Members: None.

Alignments: Any, though Lawful Neutral predominates.

Motivations: Money. And the power, influence, control, and things that come with it.

Day-to-Day Goals: Acquire wealth.

Long-Term Goals: Acquire more wealth.

Notable Philosophies: Money first. Investment is the truest form of power.

Influence: Extremely High.

Reputation: Fair. Their acumen and business savvy is respected far and wide, though their tactics and "money above all else" approach to things tends to rub most people the wrong way.

Age: Ancient.

Leadership: A single executive leader, the Platinum Head. This position is confirmed or changed once a year in a voting ceremony. Typically this is the member with the most accumulated wealth, though in rare circumstances it has been the member who has grown the most wealth in the past year.

Inner Circle: Membership has ranks with precious-metal terminologies. The most elite inner circle is the Platinum Bar, a council of 19. Second most important is the Gold Bar, a council of 29 members; next the Silver Bar, with 49 members, and finally the Copper Order, which is the balance of the common membership.

Size: Huge (200-1,000 members).

Stability: Highly Stable.

Enemies: Formal enmity is typically not good for profit, so the Platinum Flag tends not to bear a grudge... at least not in a formal manner. They will war with any group interfering with their investments or operating against their schemes, but only if profit is threatened—they are not a fantasy "mafia".

Allies: Formal alliances are not uncommon, but tend to be short-lived and only to fulfill a specific purpose. The Flag has found that the best way to keep good relations and to ensure others operate in your interests is to invest in their endeavors—and so the faction has a stake in nearly every single government, religion, and organization that seems successful.

Resources: Extremely High.

Description: A financial group, the Platinum Flag began long ago as a means of encouraging investment in long-term projects, and has been credited with enabling enormous advances in all manner of civilization. Power is one of the things money leads to, but money for the sake of what it makes possible is the core of the group's belief.

Membership: Requires a one-time Tribute of 10% of current wealth, and advocacy from at least one member of the Silver, Gold, or Platinum Bar. This gains you Copper membership; advancement from Copper to Silver costs another 10% and requires someone of Gold or Platinum membership to advocate for you. Going from Silver to Gold, you guessed it, another 10%, and this time, it has to be someone in the Platinum Bar that speaks on your behalf. To move from Gold to Platinum requires the Platinum Head herself to nominate you, and a majority of those in Gold and Silver status must vote for you to ascend... oh, and of course, they'll be needing that extra 10% Tribute.

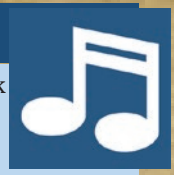
Members: Merchants, business owners, tradesfolk, politicians, magicians, government officials—those from all walks of life who are wealthy or who would aspire toward wealth join the ranks of the Platinum Flag.

Common Traits: It's considered a bit garish to flaunt one's wealth, though exceptional taste is always respected. But the Flag strives to represent itself well, and will have a frank conversation with any member who behaves poorly, particularly if they do so in the name of the faction.

Demeanor: Members are almost universally proud of membership. While they won't name-drop their participation, they will speak freely of the Flag and its principles, its good works, the advances it has made possible. This typically turns to boasting quite quickly, however, and a smug confidence pervades many members' attitudes.

Tribute & Dues: Unlike many other factions, the Platinum Flag expects a Tribute of not one, but 3% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Those at Silver status or above are expected—though not formally required—to pay a greater percentage, and in rare circumstances, faction leadership may approach particularly prosperous members for a special donation—say, if a particular project is spinning up and they want additional capital to make it happen.

Katkalls



Icon / Badge: White musical notes against a dark field.

Type: Casual guild / social club of performers, and entertainers.

Notable Members: Lingona

Alignments: Any, though Chaotic tends to be the case.

Motivations: Ensure employment and well-being for its members, and advocate for the profession.

Day-to-Day Goals: Get members work.

Long-Term Goals: Ideally, get bards, singers, and dancers into positions of power. Though most members are realistic as to how long that will take, and how unlikely it is.

Notable Philosophies: Music, laughter, and camaraderie are the true magics of the world.

Influence: Low.

Reputation: Extremely Good. Who doesn't like music and dancing?

Age: Ancient (though with different names over the years).

Leadership: There is a Head Jester, the tongue-in-cheek title of the group's de facto leader. She's more a figurehead than an actual decision-maker, though. Typically, the Jester is chosen in a wild night of revels and debauchery—sometimes as often as once a year, though frequently it's every other year, or every three or even five years.

Size: Large (100-500 members).

Stability: Highly Stable, though the group's power and membership grows and shrinks quickly.

Enemies: Some governments or Lawful organizations, if their zeal for order would punish those simply looking for a good time.

Allies: Musicians and singers don't really have formal allegiances.

Resources: Low. Though you'd be surprised what a large gang of impassioned, driven bards can accomplish if given direction.

Description: When times get tough, society tends to cut things out of its agenda—and spending on lavish entertainment is one of the first things to go. Katkalls feels that revelry serves and important function in any civilization, and that continued employment and job security for those who practice the various arts of performance should be one of the most fundamental human rights.

They also like a good mug of ale, if truth be told.

Membership: Any entertainer is welcome to join, but to do so, one must find at least two existing members and give them their best performance—preferably one that impresses.

Members: Bards, singers, musicians, dancers, orators, storytellers, comedians... pretty much anyone who entertains.

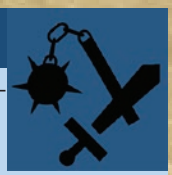
Common Traits: They're all entertainers, but that label applies to a quite broad spectrum of folk. Some influential and powerful government and religious officials are also members, if they strum a good lute in their spare time.

Demeanor: Friendly, effervescent, and whimsical. Or lugubrious, cynical, and biting. Alternately, snide and cunning. The only thing they all have in common is the ability to make things interesting.

Tribute & Dues: Unlike most other factions, Katkalls doesn't require any tribute annually. However, 5% of all fees gained through performance contracts must be handed over to the faction; this rate is 20% for contracts arranged by the group itself.

Those wishing to Tribute to the faction may pay 1% or more as they desire.

Mace and Blade



Icon / Badge: A mace and blade, crossed. Usually the mace takes the form of a morningstar, or bears spikes.

Type: Private military.

Notable Members: Oneib, Skutt Krundar

Alignments: All are allowed and accepted, but Lawful alignments are most popular.

Motivations: Security and enforcement.

Day-to-Day Goals: Ensure security contracts and employment for its members.

Long-Term Goals: Privatize and take over security for the entire realm. It goes without saying that Mace and Blade contractors would be the ones providing the security. For a reasonable fee, naturally.

Notable Philosophies: Civilization is nothing without security... and security must be independent, private, if it is to be trusted. Factions, be they government, religion, or secular, cannot be trusted with their own defense.

Influence: High.

Reputation: Average. Those who use their services swear by the quality and efficiency. Many others point out that the faction's ultimate goal is a police state for profit, and although they're not far from the mark, Mace and Blade members will point out that their biggest detractors are either those with no need of security, or those who unknowingly benefit from the defense efforts of others.

Age: Old (100 years).

Leadership: Organized like a military, there is a Commander-in-Chief who is in charge of the entire operation. There are generals, lieutenants, and so forth.

Size: Enormous (500-2,000 members).

Stability: Highly Stable.

Enemies: Other security and military services, though they ally on occasion, say, for a large contract.

Allies: The group is open to working with any other faction... for a price. In practice, most alliances are short-lived, for the duration of the contract, usually.

Resources: High.

Description: They're not quite military—they won't fight a war for you. But any other need of defense, security, enforcement—they're your men, women, and monsters. Mace and Blade have been serving the small- to medium-scale security needs of the realm for dozens of generations.

Membership: Requires fighting prowess, so certainly at least one class level in a hand-to-hand combat discipline. But no class is ruled out, as some clients would prefer their security forces to be less obviously brutish. To gain membership, all that's needed is the Tribute described below, and a brief demonstration of one's abilities.

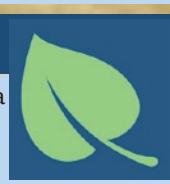
Members: All walks of life, all races, and all classes. Adventurers may belong part-time as a means of a stable income to augment their dragon-slaying, dungeon-diving attempts.

Common Traits: They all have some combat ability, and most have seen combat themselves.

Demeanor: Members are proud of the faction and its services. They will freely discuss their membership and anything they know about the group.

Tribute & Dues: Mace and Blade requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. There is an informal, and rarely enforced, expectation that the higher one's "rank" within the organization, the greater the percentage of tribute should be.

Emerald Garden



Icon / Badge: A green leaf, or leaves, against a dark field.

Type: Outreach / support and defenders of a belief.

Notable Members: Kayzark

Alignments: Neutral Good almost exclusively, with some Chaotic Good.

Motivations: To help the growth and sustenance of al life.

Day-to-Day Goals: Keep people fed and prosperous, and preserve nature.

Long-Term Goals: Encourage the growth and diversity of life in the realm.

Notable Philosophies: Magic is the essence of life, given physical effect.

Influence: Below Average.

Reputation: Fair. It's hard to argue with the group's goals or motivation, but most others feel as though there are much more pressing matters that need to be addressed before we devote energy to helping trees grow. "Life grows fine enough without our help" tends to be a popular criticism from outsiders.

Age: Ancient (though with different names over the years).

Leadership: A Circle of Seers, a group of 7 elder members, makes leadership decisions. Seers typically serve a lifelong commitment once appointed, regardless of infirmity or insanity... mental instability or impairment is viewed to be simply another part of life, and must therefore be part of the plan of life, so including that perspective actually helps rather than hinders the diversity of opinion.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: Any faction whose purpose involves preventing or destroying life of any kind. Military factions tend to be enemies.

Allies: Any other group that aims to help life that finds itself threatened.

Resources: Low. Farms, gardens, forests, and parks tend to be under their protection, but these rarely require protection.

Description: Benevolent do-gooders with an ultimate goal of helping all life, the Emerald Garden is a loosely-organized group of

Membership: All magic is respected and revered, though its use is not required for membership. Rangers, druids, and clerics aligned with a life-oriented deity are very popular.

Members: Will calmly and rationally tell you how all governments and militaries are in the business of preventing life. Many retired adventurers of certain classes are among their ranks.

Common Traits: They're not all vegetarians or vegans, and many wear leather armor and other products taken from the lives of animals. Their efforts are focused on the long view—helping life flourish all over. They recognize that some life (e.g., people!) requires that other life (e.g., apples, cattle) be sacrificed that it might thrive.

Demeanor: Tend to be calm, serene, and know a lot about history.

Tribute & Dues: The Emerald Garden asks a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

This is rarely enforced, however, and faction leaders in various areas have gotten in trouble with authorities and in some cases the gods themselves at not collecting and coordinating tribute properly.

Almost exclusively, retained tribute is used to purchase land, either to gift to members to farm and maintain, or to prevent its use for other purposes that would be counter to the group's aims.

Wild Kingdom

Icon / Badge: Golden long-grass against a dark (or no) field.

Type: Exploration, warfare, and adventure.

Notable Members: Ash "Executioner", **Esk, Ganyc** (former), **Rona Stonehammer** (former).

Alignments: Any are allowed and accepted.

Motivations: Help countries wage war, see the world, have fun.

Day-to-Day Goals: Explore and travel the world.

Long-Term Goals: Visit every region, wage war with successful armies, and "see it all".

Notable Philosophies: No matter how long you live, and how far you travel, there are always lands and wars yet to explore and fight.

Influence: Average.

Reputation: Good. Soldiers are often necessary, and Wild Kingdom members make outstanding adventuring companions.

Age: Very old (100+ years).

Leadership: Tribal Council of 5 leaders makes decisions. Officially, each of these positions may be challenged by any member at a ceremony once a year; in times past, the challenger must defeat and slay the incumbent in single combat to take the seat.

These days, succession decisions are political, and arrived at months ahead of time. The ceremony of challenge and combat is vestigial, and instead of death, the retiring Council member will lay down their sword, and beg mercy, which is then granted by the challenger, who assumes the seat thereafter.

Size: Huge (1,000-5,000 members).

Stability: Stable. Membership surges during wartime, and declines sharply when the battle is actually fought.

Enemies: The faction itself rarely wars with other groups, though almost by definition, members are part of warring forces. Wild Kingdom struggles to remain, or at least appear, neutral, apart from and above politics of the realm.

Allies: Any other military faction, so long as their ranks are on the side for which the Kingdom fights at the moment.

Resources: Average. Although an enormous population of members, attrition by combat (and dangerous exploration!) is unavoidable.

Description: Exploring the world without fear, and fighting the realm's wars for them—that's the life of a member of the Wild Kingdom. A martial faction devoted to warfare and exploration, Wild Kingdom has been fighting wars and slaying dragons for a hundred years.

Although detractors criticize them for being mercenaries and believing in no true cause, they will point out that they fight for the truest purpose: exploration and experience. No matter your politics or background, these are heady intoxicants to the stalwart.

Members of this faction are a favorite of caravans, merchants, and those wishing a combination of security and adventuring. Some are hired as bodyguards for well-to-do novice adventurers; they're also great resources to fill out the ranks of an adventuring party.

Membership: Sign here, and pay your tribute; congratulations, you're now a member. If you're looking to go adventuring, let us know; there's lots of your new colleagues who would love another sword at their side.

Members: Barbarians, fighters, warriors, ex-soldiers, mercenaries... even a few paladins who are disgruntled or bored.

Common Traits: A sense of adventure and a bold outlook on life. And weapons. Lots of weapons.

Demeanor: Most Wild Kingdom members will regale you with tales of their exploits. Although not a formal military, members have a great deal of respect for one another, and by default will stand shoulder-to-shoulder with anyone if they're a known member.

Tribute & Dues: As an enormous, pseudo-military organization, the Wild Kingdom requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those

wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Although most factions collect tribute once a year, Wild Kingdom members tend to embrace a higher degree of volatility in their deeds... and so, the group collects their tribute from a given member whenever they are "back in town", so to speak, or in between wars or quests.

Adamantium Trail

Icon / Badge: A white signpost.

Type: Merchant and trade guild.

Notable Members: Oneib, **Welby Goodbarrel**

Alignments: All are allowed and represented.

Motivations: Money, trade, and the flow of product within the realm.

Day-to-Day Goals: Conduct and expand business.

Long-Term Goals: Gain money, influence, and control the economy. Though most members recognize that the group is composed of selfish, personally-focused businesspeople, and organizing toward some greater purpose is a huge challenge.

Notable Philosophies: Buy it for one gold piece, sell it for two.

Influence: High.

Reputation: Good. Though some will call them money-grubbing profiteers, it's unavoidable that ultimately, everyone benefits from trade.

Age: Very old (200 years).

Leadership: A single Trailmaster leads. She buys her way into the position, outbidding her competitors in a fiscal ceremony that occurs every five years (or upon the death of an existing Trailmaster).

Size: Huge (500-1,000 members).

Stability: Highly Stable.

Enemies: Other trade guilds.

Allies: Also other trade guilds. Depends how profitable the other party is being in comparison.

Resources: Significant. Even a poor merchant tends to still do well.

Description: There are many trade guilds and merchant organizations. The Adamantium Trail attempts to unite all traders under a common banner--some sub-factions have been applying this a bit aggressively, of late.

Today, they are slowly morphing into a mafia kind of situation, edging out solitary and family-owned businesses and smaller guilds as their power and proft grow.

Membership: If you buy and sell, you may apply. To prove your worth, you are given a single platinum piece; your job is to generate at least 10 pp from it using your skills, connections, and knowledge. You have as much time as you like to do so; some members take more than a year to complete the task, but if they're successful, they're admitted.

Members: Most wear the icon of the faction—embroidered into their clothes, emblazoned on their wagons, or carved into their shop.

Common Traits: There are very, very few members who are not active traders or who own a stake in a mercantile company.

Demeanor: Always out to cut a deal, Adamantium Trail members are hustlers by nature.

Tribute & Dues: All members are expected to provide a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

It's an unspoken rule that the more profitable you have been, the greater percentage of tribute you should provide. Many high-ranking members tribute more than 10%.

In addition, intra-faction bribery is commonplace, particularly when vying for the position of Trailmaster. It's not uncommon for a new Trailmaster candidate to run unopposed and assume the position without contest... because she has paid the other major contenders off so they won't run.

Squirrelheel Couriers

Icon / Badge: Squirrel silhouette against a light-green, easterly-pointing chevron.

Type: Guild of message deliverers.

Notable Members: Sorille

Alignments: Any allowed, but Neutral alignments are encouraged, particularly Lawful Neutral.

Motivations: Secure delivery of messages, profit.

Day-to-Day Goals: Deliver the message.

Long-Term Goals: Help empower all factions, governments, and citizens to trust that communications are secure.

Notable Philosophies: With a delivery job, trust is the real product that's being delivered.

Influence: Strong.

Reputation: Excellent. They're reliable and take no sides.

Age: Mature (200 years).

Leadership: A single Head Nut coordinates things, but the faction is so decentralized and its members so autonomous that she hardly ever gets involved in most matters.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies. Some messages are of woe, and there is a tendency to blame the messenger, but such fury rarely survives for long, and is almost never pinned to the organization of which the messager is a part.

Allies: None.

Resources: Low. Members keep most of what they earn making deliveries, as the needs of the organization as a whole are few.

Description: Nimble and capable riders from all backgrounds take up the scroll case and the saddle, though most are young and many are former (or inadequate) adventurers.

Membership: Requires performing a delivery for a current member, and returning in a time representative of a challenging pace.

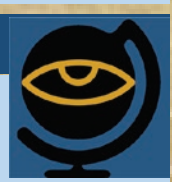
Members: Loners who are almost always on the job.

Common Traits: It takes a strong combination of wanderlust, adventure, and love of being alone to hack it with the Squirrels for very long.

Demeanor: Are typically proud, if not boastful, of their guild and its service. Most jobs are secured via word-of-mouth, or repeat business.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire. As most members do not belong to a particular city or village, this tends to be the only tribute they pay.

The Ever-Present Occulus



Icon / Badge: A golden stylized eye atop a black globe.

Type: Diviners, mystics, and fortune-tellers who practice the craft either as entertainment, or for more formal purposes.

Notable Members: Arbelladon Moonside

Alignments: Any allowed, but tend toward Neutral or Chaotic. Lawfully-aligned members tend to avoid the entertainment aspects of the trade.

Motivations: Enhance the public perception of divination as a valuable component of society.

Day-to-Day Goals: Help members improve their skills, get work, and communicate significant findings amongst their community of members.

Long-Term Goals: Move diviners into places of prominent power—every government and faction should at least have a vizier or spiritual consultant who reports directly to the king, chieftain, leader, captain, or leadership.

Notable Philosophies: How can you plan when you do not know? How can you know if you do not ask?

Influence: Below Average.

Reputation: Average.

Age: Ancient (>1,000 years).

Leadership: The Eye is the all-powerful leader of the group, though only

Inner Circle: 33 Lenses are senior officials who coordinate things on a more granular basis—typically each Lens is associated with a geography, city, or region.

Size: Very Large (500-2,500 members).

Stability: Stable.

Enemies: Most factions who derive their influence or belief from alternative powers—e.g., religions, wizardly powers of a nature not specifically oriented toward divination—look upon the Eye as a self-important cult who is trying to boost in importance an art that may have its place, but not in a formal power structure.

Allies: None.

Resources: Low. Diviners as a general rule tend not to be too wealthy, though some in well-placed leadership or counseling positions may wield enormous influence.

Description: Anyone with an ability to cast Divination spells, or anyone interested in the performance or entertainment aspects of the craft, band together to improve their lot and that of their art.

Membership: Requires demonstrating their talents to one of the Lenses in the Inner Circle, and having them advocate for their entry into the faction.

Members: Diviners, bards, entertainers, and craftspeople.

Common Traits: Almost always, members will have the faction sigil embroidered, branded, tattooed, or stamped onto either their clothing, or their own skin. This may be quite difficult to locate in the case of some members, however.

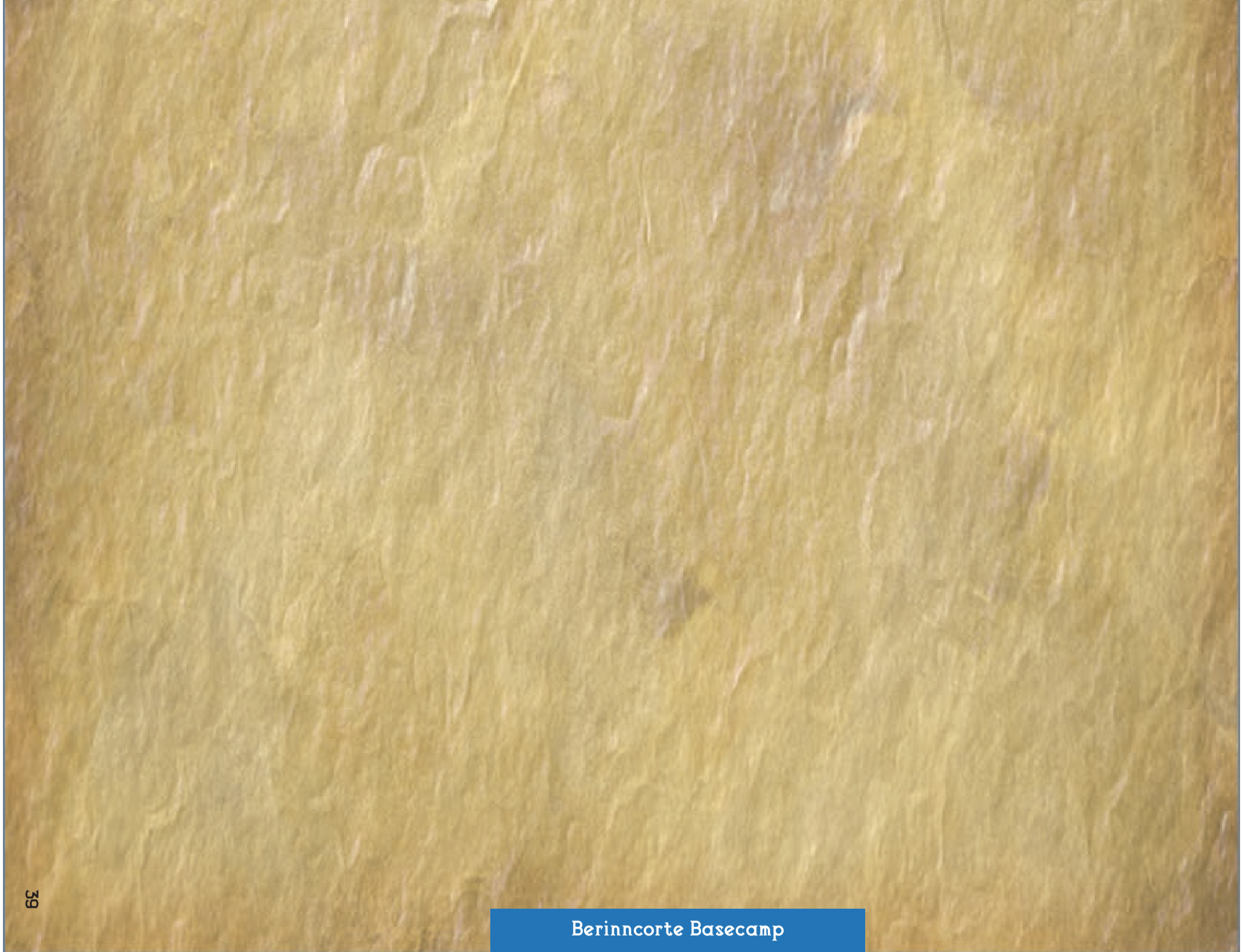
Demeanor: For those who actually do cast Divination spells, as well as for those who merely practice at it as entertainment, much of the impact and power of the craft relies upon willing suspension of disbelief on the part of the audience... or at the very least, being granted benefit of the doubt. As a result, members of the Eye may not be secretive about their membership or the existence of the faction, but will wreathe their every statement and gesture in meaning and mysticism, whether it's merited or not.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

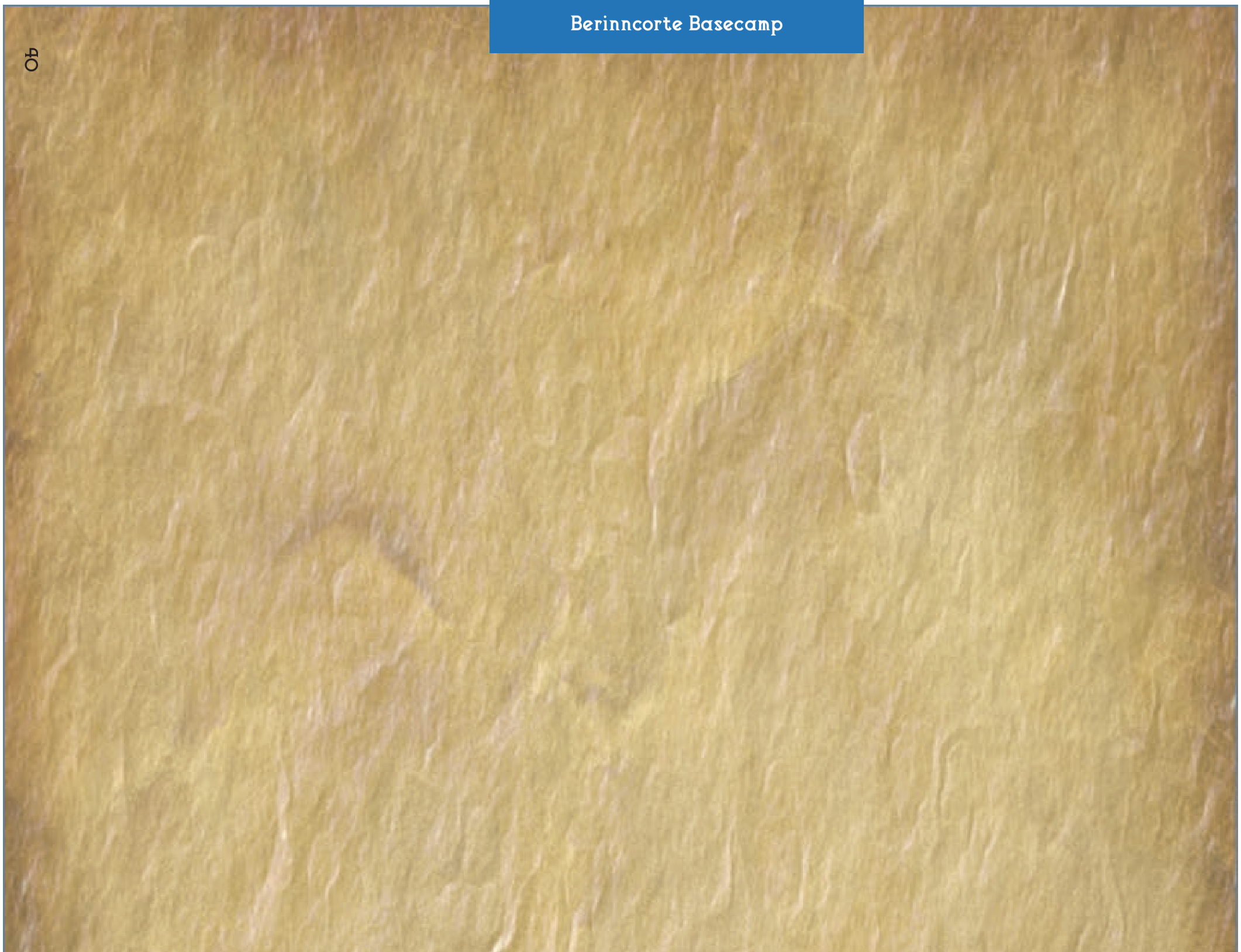
Other Factions

There are numerous other factions in Aquilae—traders, guilds, bandits, thieves, assassins, governments, clergy, and so forth. However, none of them holds formal sway within the city limits of Berinncorte.

This is hardly an anomaly: most settlements in the realm are ruled from within by a small handful of factions, who among them wield total power. Outsiders as individuals may be welcome, but external influences are typically not.



Berinncorte Basecamp



Brushgather Farm

Introduction

It's a typical, successful farm, with a multi-story homestead. Nothing to see here, move along.

Except.

Except, the animals have been spooked, lately.

Except, neighboring farms and travelers have reported a strange darkness looming inexplicably above the farmhouse.

Except, those who know the family well say they've yet to see them in months, and folks in town tell a similar tale.

Except, those who have paid calls on the homestead to visit have turned away, their doorknocks and calls unanswered. Some have reported hearing a sobbing noise from within, though no amount of solicitation produced any occupant to emerge.

Except, of late, livestock and wildlife no longer venture near the farm, particularly its house.

Except.

Brushgather Farm is a strange place. A place of mystery.

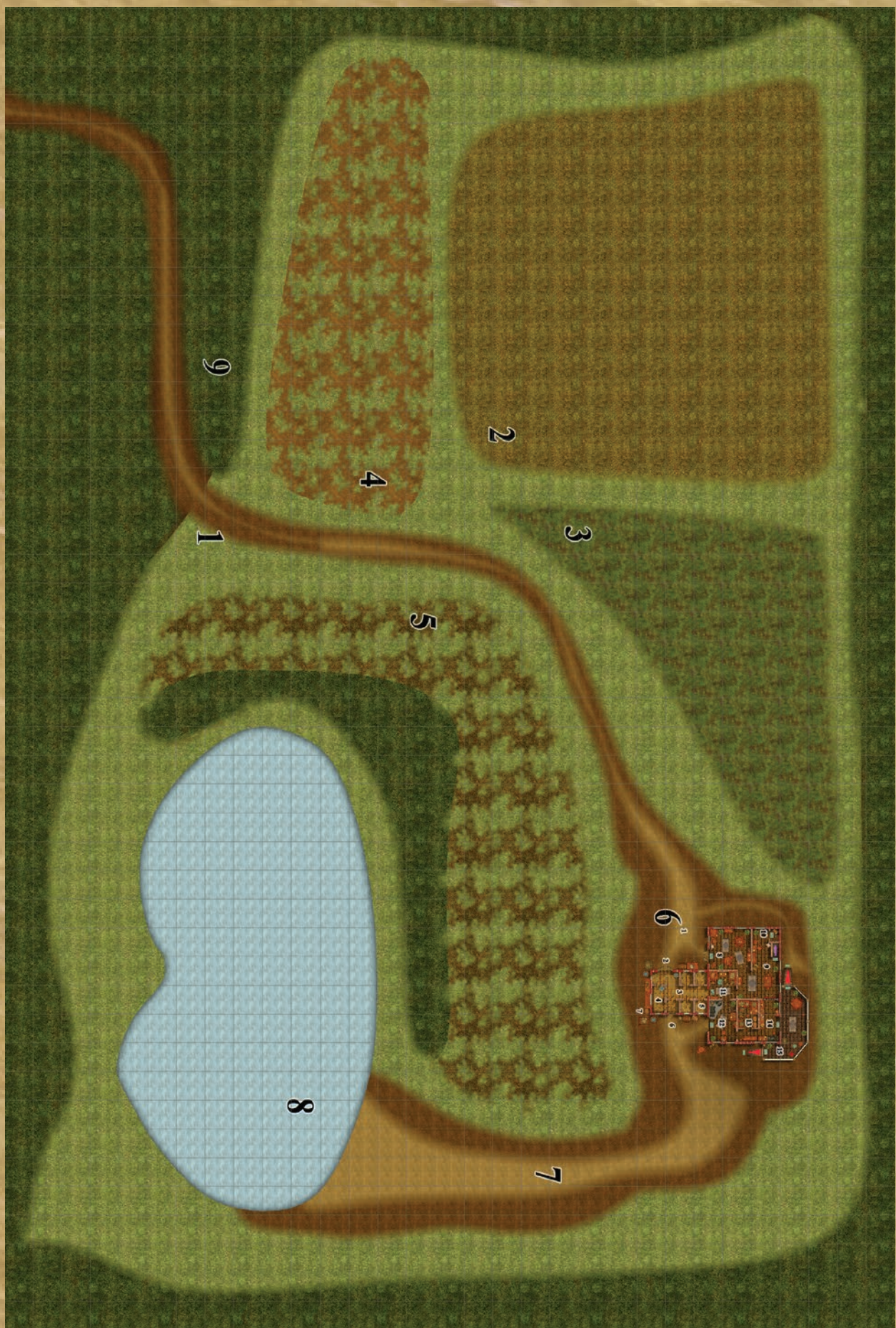
Brushgather Farm Random Encounters

Table 3: Brushgather Farm Random Encounters

D%	Event	Description
01-08	**Giant Skelepede Attack**	See below
09-15	**Dark is the Night That Covers Me**	Dark Stalkers; see below
16-20	**Two Heads Are Better Than One**	Ettin; p 144
21-25	**Implacable Slurry of Doom**	Oozes; p 144
26-30	**Night's Terrible Wings**	Giant Vulture; p 145
31-35	**The Sound, That Awful Sound**	Howler; p 145
36-40	**A Taste for Flesh**	Ghouls; p 145
41-45	**Ogre, Ogre**	Ogre; p 145
46-50	**The Sting of Darkness**	Giant Scorpion or Scorpitaur; p 146
51-55	**Opportunistic Lycanthrope**	See Quest "**Opportunistic Lycanthrope**", p 146
56-60	**The Shadow Knows**	Shadow; p 148
61-65	**Dark Hound's Bay**	Shadow Mastiff; p 148
66-70	**Skeletaur Attack**	Skeletaur; p 149
71-75	**Skulking About**	Skulk; p 149
76-80	**Dark Fey's Rise**	Spriggan; p 149
81-85	**Ghosts of Townsfolk Past**	Townsfolk Ghosts; p 150
86-89	**Rats, But Slower**	Zombie Rats; p 150
90-96	**Zombie Townsfolk Shuffle**	Zombie Townsfolk; p 150
97-00	**Demonic Attack**	See **Demonic Attack**; p 151

Map 1: Brushgather Farm Overview (BF-O)

One square equals 20 ft.



BF-O: Brushgather Farm Overview

This map is provided mainly for context. There is no intent for the PCs to explore the broader region of the farmland; the focus of the adventure is for the PCs to focus their attentions on the **Homestead**.

This can be done in a number of ways, likely unnecessary to list to seasoned GMs, but as with any "guiding" of the PCs' actions, care must be taken to not make it feel too much like forceful railroading.

BF-O-1: Entrance Path

A path of varying width and durability winds its way through forest of equally varied composition.

Scrub and nearly-dead bushes are the norm to the immediate left and right of this somewhat makeshift road, and head-height bushes and much taller trees usually encroach from either side.

Though suitable for man or horse to travel without incident, the road has the feel of a pathway carved out of its natural surroundings by the tool of happenstance more than focused action.

It's quiet... unnaturally so. Even for those who have never visited farmland, the complete absence of chirping, rustling, or other telltale indicators of wildlife is unsettling. It forces the more paranoid among you to focus on their own sounds, the sounds of the party as you crump and squish and trod onwards.

After all, if you can't hear anything else, whatever might be out there can almost certainly hear *you*.

This pathway may be makeshift, but it handles all manner of traffic just fine. Furthermore, most of the beasties and wildlife that pervade the house itself keep clear of the road; while it, the PCs suffer no direct attacks.

Although safe in the traditional sense of the word, the road shouldn't detrat from the atmosphere of the place. The GM is encouraged to play up the sense of dread, the absence of wildlife, and generally give the PCs the impression that if they are indeed truly safe on the path, such solace is temporary at best.

BF-O-2: Northwest Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any **Knowledge (Nature)**, **Survival**, or similar skill.

Sorghum and soy appear to be grown here. In the waves of the plants, no birds appear.

It's apparent that these crops are spoiled; ignorance or neglect has led to the failure to harvest at the proper time and as a result the plants are dying untended.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-3: Northern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any **Knowledge (Nature)**, **Survival**, or similar skill.

This field is low-cut, with smaller brush and scrub haphazardly growing at about knee height or lower. It certainly doesn't look like well-tended farmland.

This field has been ignored; from what you can tell, it was harvested, and then amidst a "reset" of the plants to a different crop, work simply ceased altogether.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-4: Southwestern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any **Knowledge (Nature)**, **Survival**, or similar skill.

Corn rises from the ground in nicely-arranged rows here. Some ears have rotted, others have been visibly pecked at by what wildlife must have left long ago. Little remains of a viable harvest here.

These crops have definitely been ignored; nobody harvested them and they are simply dying out.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-5: Southeastern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any **Knowledge (Nature)**, **Survival**, or similar skill.

This thin rounded strip of farmland bends tightly around the property's lake, and consists of wheat. Despite the proximity to water, it doesn't seem to have grown very well.

Neglect, poison, or disease must have been present here to have prevented proper growth, for all the other elements are in play here.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-6: Brushgather Homestead

Only read the *italicized* portion below if the PCs approach the farmhouse during the daytime.

A four-story farmhouse sits here, amidst a well-worn area of dirt and gravel. As with the rest of the property, an eerie quiet hangs over the area. Though it seems as though this would be more notable in the fields, where wildlife is normally common, for some reason it seems all the more foreboding at the house. You can't shake the feeling that *there should be someone here*.

The house is large, but in comparison to the rest of the

sprawling farmland, seems small.

Despite the daylight, you have a great deal of difficulty seeing inside any of the windows; they appear darkened, though from interior curtains, paint, grime, or something more sinister, you cannot tell.

The house should be the focal point of the PC's activities here in the farmland. Find more detail on this structure starting on page 47.

BF-O-7: Horsepath

Only read the *italicized* portions of the description below if at least one member of the party possesses any ranks in any **Handle Animal**, **Ride**, or similar **Profession** or **Knowledge** skill.

Rounding away from the house on the eastern side is a well-traveled dirt road, wider and seemingly more intentional than the road you traveled to get to the house. It leads from the house to the lake to its south.

The myriad prints and tracks in the dirt and mud reflect the path's likely purpose: as a racing and training ground for horses. Many beasts seem to have commonly traveled back and forth from the house to the lake.

There are also some other prints here, and although you have difficulty placing them exactly, they're certainly tracks from a beast no man has ridden.

BF-O-8: Lake

A nice-sized lake sits here, surrounded by a field to the north and west and trees to the south. In another place, the calm here might grant you some serenity and peace; however, the calm is eerie and pervasive on this property, and seemingly not limited to the water.

Underneath the surface, you see no fish, and no bugs skim atop the water.

Though the general feel of this place should strongly suggest otherwise, the lakewater is actually perfectly normal and drinkable, and causes no ill effects. It tastes stale and gritty, however.

Map 2: Brushgather Farm Ground Floor (BF-GF)

One square equals 5 ft.

BF-GF: Brushgather Farm (Ground Floor)

Please refer to page 763 for a GM-redacted copy of this map.

Foreboding, Dread, and Vacancy

The general feel for this building should be a growing sense of unease. It's a typical farmhouse, and the ground floor itself actually bears very little that's unusual.

However, opportunities still abound to make the PCs ill at ease. These have been sprinkled in various places, but please feel free to insert or remove such events as you see fit.

Use your own discretion as to how best to play this house. It ultimately leads to a very dungeon-esque monster assortment in the traditional sense of things, but start to finish, it can be played as a hack-and-slash dungeon crawl, or as a more cerebral horror-style scenario. How you wish to portray things, and how much time the PCs spend on each floor of the building as a result, is up to you and your sense of your gaming group's preferences.

Brushgather Homestead Encounters

While the PCs are in the **Brushgather Homestead** at any time of day, for every half-hour the party spends indoors, roll on "**Table 3: Brushgather Farm Random Encounters**" on page 43.

As the house is so dimly lit during the daytime, there is no modifier for evening vs. daylight hours.

BF-GF-1: Entrypath

This area is well-worn; it's clear that most guests travel here, park their horses in the stables to the east, and then enter through the double doors you see to the northeast, which are closed.

A less-worn path seems to lead around the house to the northwest.

The house itself is strange: large, enormous even, for a modest farmhouse, as though the fortunes of the occupants were supplemented by secondary enterprise more profitable than farming. The windows of the upper stories are darkened, though from soot or curtain you cannot tell from your vantage.

As with the rest of the property, a silence has fallen here; you sense no movement of any kind within or around the homestead.

The steel-reinforced wooden double doors are typically closed and locked.

As this is the main entryway into the house, the GM may decide instead to have these doors unlocked and/or open at the time of the PCs' approach. That said, note that there are four other opportunities for the party to enter the premises... if their skills fail them entering the main door, they may have better luck elsewhere and have to hunt around a bit.

If locked, the doors have the following profile.

Locked Iron-Banded Wooden Double Doors

- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 20
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 24; **Disable Device** DC 22
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 26; **Disable Device** DC 25

BF-GF-2: Stable Entrance

The smell of beast grows stronger as you approach what must be a stable. A well-worn dusty path leads to sturdy double doors. The door on the right is ajar a few inches.

To the north of the door is a barrel and a table, atop which rests a sack of grain. To the south is a crate, atop which sits a closed wooden chest.

Though usually unlocked, the doors have the following profile. They may only be locked from outside.

Stable Double Doors

- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 20
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 22
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 24
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 25

The chest is closed and locked, as follows:

Locked Stable Supply Chest

- 2" thick; **hardness** 5; **hp** 40; **Break** DC 18; **Disable Device** DC 16
- 2" thick; **hardness** 5; **hp** 40; **Break** DC 20; **Disable Device** DC 18
- 2" thick; **hardness** 5; **hp** 40; **Break** DC 22; **Disable Device** DC 20
- 2" thick; **hardness** 5; **hp** 40; **Break** DC 24; **Disable Device** DC 22

Inside can be found some disappointingly rudimentary supplies:

Stable Supply Chest

- **12 cp**; grimy (but entirely functional) **dagger**
- **12 sp**; **34 cp**; **silver dagger**
- **9 gp**; **61 sp**; **silver masterwork dagger**
- **3 pp**; **59 gp**; **silver masterwork dagger**

BF-GF-3: Stables

From the smell of beast to the straw on the floor, and the equipment hanging from hooks on the walls, there's little doubt as to the purpose of this structure, which appears to be an addition to the house made after the original building's construction.

An array of smaller pens is each closed with a locked wooden lattice. In several areas, water barrels stand open and half-filled with what appears to be grimy, yet perhaps serviceable, liquid.

No horses appear to be present, and the only offal you see is so old as to crunch underfoot as you trod upon it.

The water is stale and smells of horse (naturally), but should be okay to drink—there is a 10% chance that an imbiber must pass a DC 14 **Fortitude** test or suffer the **nauseated** condition for one hour (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn).

All pens are closed and locked, but somewhat easily bypassed, as follows. This profile applies to the entry to all pens but the **Northeast Stablepen** and the **Large Stablepen**:

Locked Wooden-Lattice Pen Gates

- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 16; **Disable Device** DC 12
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 14
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 16
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 18

There is little in the way of treasure to be found here. The northeast and southern pens are described separately below; scavenging any of the other three pens yields the following:

Pen Debris

- **3 cp**
- **8 cp; 1 sp; wooden cup** (value **1 cp**)
- **12 cp; 3 sp; wooden cup** (value **1 cp**); **silver fork** (value **1 sp**)
- **18 cp; 7 sp; wooden cup** (value **1 cp**); **silver fork** (value **1 sp**)

BF-GF-4: Large Stablepen

In the south of the stable is a pen twice the size of the others, with its own dedicated water barrel. The straw here seems a bit less stained, and there is no ancient refuse to be found.

This zone was typically reserved for the best of the beasts, and in fact would remain empty for months at a time if no such animal seemed ahead of its peers.

The water in the barrel is perfectly drinkable to no adverse effects.

In the corner, underneath a pile of straw and requiring an intentional search or a passive DC 16 **Perception** test to locate, is a quality find:

Large Stablepen Strawheap

- **1 sp; silver-embroidered horse hood** (value **8 sp**)
- **3 gp; silver-embroidered horse hood** (value **8 gp**)
- **1 pp; 7 sp; silver-embroidered horse hood** (value **34 gp**)
- **12 pp; silver-embroidered horse hood** (value **81 gp**)

BF-GF-5: Northeast Stablepen

The wooden lattice serving as this pen's door appears to have been crafted of a more quality lumber than its peers in the stable; the wood is darker, and the spaces between the slats is narrower.

The pen's door, in addition to being firmer, had its lock made of harder stuff:

Locked Northeast Stablepen Gate

- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 16
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 18
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 20
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 22

Inside is an otherwise normal straw-and-shit assortment of floor coating. In the northeast corner, underneath a pile of hardened horse excrement and requiring an intentional search or a passive DC 20 **Perception** test to locate, is a tiny leather satchel bearing reward:

Pen Debris

- **square-cut emerald** (value **34 gp**)
- **square-cut emerald** (value **118 gp**)
- **square-cut emerald** (value **292 gp**)
- **pear-cut emerald** (value **551 gp**)

The pen is otherwise unremarkable. It was typically used to isolate dangerous or volatile beasts, if any were present.

BF-GF-6: Eastern Stable Entrance

This simple wooden door is closed.

This stable entrance is rarely locked, and is not as the PCs approach the house. Regardless, it has the following profile;

it can be locked only from the inside but requires no key to do so.

East Stable Door

3" thick; **Hardness** 5; **hp** 40; **Break** DC 18

3" thick; **Hardness** 5; **hp** 40; **Break** DC 20

3" thick; **Hardness** 5; **hp** 40; **Break** DC 22

3" thick; **Hardness** 5; **hp** 40; **Break** DC 24

BF-GF-7: Stable Supplypile

An assortment of horse and stable supplies are arrayed here at the southern edge of the stable building, surrounding a long wooden bench that looks out over the southern field and thence toward the lake. To the west edge is an open barrel of water.

Spoiled grain, rotted leather, and rusted harness are the main contents of the crates and barrels here. The water is perfectly fine to drink and causes no ill effects.

There are two drawstring sacks on the bench, which can be opened easily to yield the following:

Stable Supply Sacks

5 sp; 1 gp; silver ring (value **3 gp**)

12 gp; 1 pp; silver ring (value **36 gp**)

41 gp; 8 pp; silver ring (value **118 gp**)

8 gp; 43 pp; gold ring (value **317 gp**)

BF-GF-8: Living Room

Only read the *italicized* portion below if the PCs are entering the house for the first time via this room, through the southern double doors.

The doors creak open, and when they cease their movement, so too does all sound stop. If outside seemed unnaturally quiet, the house's interior seems even calmer, a dead zone to noise and movement. Dust glitters in the air, disturbed by the door's opening; its motion through the air serves only to underscore how still everything else is and has been.

This room appears to be the common area of the residence. You can easily imagine it a room of rest and relaxation, particularly at the end of a long, hard-working farm day.

Tables, chairs, plants, and cabinets are spaced nicely around the room. The plants have nearly died, and are brown and withered.

A set of simple wooden double doors is in the northeast, and the reinforced double entry doors sit in the south wall.

The bookshelf in the north of the room houses a few dusty and empty liquor bottles.

There is no other treasure to be found here.

If the PCs spend some time searching the room thoroughly, you may insert the following event at your discretion.

Homestead Jumpscare

Thud! **You hear something from deeper in the house, as though a large object collided with something wooden. The noise is so unexpected, and gone so quickly, that you have difficulty placing it: above, or below, or at the same level as you are.**

You wait for further noise, or motion, or any sense at all connected with or that would help make sense of what you heard. It's once again so quiet and still that you wonder whether you truly heard anything in the first place.

This is merely a cheap "jump scare" and is not explicitly connected, plot-wise, with any significant development, though once any form of combat or action gets going, it's not too hard for the PCs to chalk this event up to any manner of unexpected occupants of the house.

BF-GF-9: Dining Hall

A long, rectangular space snakes around to the south.

Centered in the northeast is a large but plain wooden dining table, with six chairs. To the west, a pillow sits on the floor; to its south is a writing desk with two chairs, next to a bench.

Double doors lead to the northeast, behind a plain red curtain; double doors lead to the living room in the southwest. A single wooden door, sturdy, leads to the south. A staircase heads up in the northwest. Finally, in the northwest by the window at the end of the hall is a locked wooden door.

In the unlocked cupboard to the south is an assortment of unremarkable dining supplies:

Cupboard

wooden cups (6x, **1 cp** apiece); **basket** (3x, **1 sp** apiece); **plates** (12x, **1 sp** apiece); **13 cp**

The empty planter in the middle of the room has been used as a spitoon, and so is quite disgusting. If searched, however, it reveals that it has also apparently been used as a domestic wishing well of sorts:

Stable Supply Sacks

5 sp; 1 gp; silver ring (value **3 gp**)

12 gp; 1 pp; silver ring (value **36 gp**)

41 gp; 8 pp; silver ring (value **118 gp**)

8 gp; 43 pp; gold ring (value **317 gp**)

BF-GF-10: Closet

Only read the *italicized* text below once the PCs bypass the door and have gained full access to the closet itself.

An innocuous door abuts the window at the end of the dining hallway. It appears somewhat sturdy yet plain.

Now that the door is open, you see within a very small chamber. In the cramped quarters are a rug, a wooden chest reinforced with steel straps, and a trapdoor that leads downstairs, presumably to the house's basement.

The door to the **closet** is locked, as follows:

Locked Closet Door

- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 14
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 16
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 18
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 20

The **treasure chest** found inside the closet is trapped and locked, as follows:

Poison Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 16; **Disable Device** DC 15

Effect Atk +2 melee and melee touch (**1d4** plus **small centipede poison**)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

Perception DC 18; **Disable Device** DC 18

Effect Atk +4 melee and melee touch (**1d4** plus **small centipede poison**)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

Perception DC 18; **Disable Device** DC 18

Effect Atk +6 melee and melee touch (**1d4** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

Perception DC 20; **Disable Device** DC 20

Effect Atk +8 melee and melee touch (**1d4** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

Locked Closet Chest

- 1" thick; **Hardness** 4; **hp** 20; **Break** DC 20; **Disable Device** DC 18
- 1" thick; **Hardness** 3; **hp** 20; **Break** DC 21; **Disable Device** DC 20
- 1" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 22
- 1" thick; **Hardness** 3; **hp** 20; **Break** DC 23; **Disable Device** DC 24

Inside the chest may be found the following treasure:

Closet Treasure Chest

- **23 sp; 9 gp; signet ring** (value **51 gp**)
- **78 sp; 41 gp; signet ring** (value **113 gp**)
- **52 gp; 14 pp; silver ring** (value **660 gp**)
- **71 gp; 38 pp; gold ring** (value **819 gp**)

The trapdoor leads down to the basement as described. It is locked but untrapped:

Locked Basement Trapdoor

- 3" thick; **Hardness** 8; **hp** 30; **Break** DC 20; **Disable Device** DC 16
- 3" thick; **Hardness** 8; **hp** 30; **Break** DC 22; **Disable Device** DC 18
- 3" thick; **Hardness** 8; **hp** 30; **Break** DC 24; **Disable Device** DC 20
- 3" thick; **Hardness** 8; **hp** 30; **Break** DC 26; **Disable Device** DC 22

BF-GF-11: Horse Supply Storage

This room smells dankly of horse, leather, and metal. Tables and supplies are strewn about the perimeter. Of note, several sacks lie on the floor, and a wooden banded-iron chest sits atop a table on the south wall.

Wooden doors lead to the north, east, and south; the southern door appears much sturdier than the others, as though it led outside.

The northern door leads to the **Dining Area**; the eastern door leads to the **Workshop**. Both are typically closed and locked, and share the following profile:

Locked Interior Doors

- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 16
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 18
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 22; **Disable Device** DC 20
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 24; **Disable Device** DC 22

The door that leads south to the stables is locked and has the following profile:

Locked Stable Access Door

- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30;
Break DC 26; **Disable Device** DC 24

The chest mentioned in the description is closed and locked, as follows:

Locked Horse Supply Chest

1" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 16

1" thick; **Hardness** 3; **hp** 20;
Break DC 19; **Disable Device** DC 18

1" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 20

1" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 22

It contains the following treasure if accessed:

Horse Supply Chest

6 gp; 12 cp; silver bridle (value **28 gp**)

19 gp; 25 cp; silver bridle (value **91 gp**)

2 pp; 34 gp; gold and silver bridle (value **183 gp**)

31 pp; 61 gp; gold and silver bridle (value **384 gp**)

The other containers in this room contain grain, hay, and water, all of which are in good condition.

BF-GF-12: Workshop

This workshop smells of metalwork and leather. In the southwestern corner is a firepit, stove, and cauldron; underneath is a large piece of slate, presumably to act as a fire preventative. Workbenches and bookshelves ring the remaining space.

An empty and open wooden chest sits in the orth next to a potted plant, which has begun to wither.

Simple wooden doors lead to the west and northeast; a set of stronger double doors leads to the south. Windows open onto a view of the west of the house; you can see a large dirt area that may have been used for horse training.

The now-empty **chest** once contained tools; these are now spread out among the two workbenches. If collected and sold to a farmer or stablemaster, there could be some profit to be found:

Stable & Farm Tools

assorted tools (12 lbs, value **23 gp**)

The **bookshelf** in the north contains assorted dirty and water-damaged parchment. Some are blank, and others unreadable; they ultimately have zero value.

The double doors to the south are locked and closed when the PCs encounter them:

Locked Double Doors

5" thick; **Hardness** 5; **hp** 30;
Break DC 18; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 20

The door to the north which leads to the **Kitchen** is unlocked, but closed, when the PCs happen upon it.

BF-GF-13: Pantry

A warm, homey scent greets you here: you know a pantry when you breathe one in. Flour, rice, beans, and all the staples are here, in sacks and barrels and bags.

Three chests are arrayed in the northwest, the southwest, and the southeast.

This is indeed the kitchen pantry.

The door to it is locked when the PCs encounter it, and has the following profile:

Locked Pantry Door

2" thick; **Hardness** 3; **hp** 20;
Break DC 16; **Disable Device** DC 12

2" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 14

2" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 16

2" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 18

Raiding the sacks and barrels will yield drinkable water and some basic meal components:

Pantry Sacks & Barrels

wheat (8 lbs, **1 cp** apiece); **potatoes** (5 lbs, **2 cp** apiece); **flour** (6 lbs, **2 cp** apiece); **trail rations** (6x, **5 sp** apiece); **yogurt** (2x, **1 sp** apiece); **cheese** (5x, **1 sp** apiece)

The chest in the southwestern area is locked when encountered, as follows:

Locked Southwest Pantry Chest

1" thick; **Hardness** 3; **hp** 20;
Break DC 14; **Disable Device** DC 16

1" thick; **Hardness** 3; **hp** 20;
Break DC 15; **Disable Device** DC 18

1" thick; **Hardness** 3; **hp** 20;

Break DC 16; **Disable Device** DC 20

1" thick; **Hardness** 3; **hp** 20;
Break DC 17; **Disable Device** DC 22

If opened successfully, the chest is found to contain spices and rare foodstuffs:

Southwest Pantry Chest

honey (3 lbs, **1 gp** apiece); **maple syrup** (2 lbs, **1 gp** apiece); **pepper** (2 lbs, **2 gp** apiece); **salt** (4 lbs, **5 gp** apiece); **chocolate** (1 lb, **10 gp value**)

The southeastern chest is unlocked, but has contents likely disappointing to adventurers:

Southeastern Pantry Chest

beans (4 lbs, **2 cp** apiece); **coffee beans** (2 lbs, **5 cp** apiece); **garlic** (2 lbs, **5 sp** apiece);

Finally, the northwestern chest is also unlocked, and contains additional standard fare, but with a spattering of coins thrown in as well:

Northwest Pantry Chest

12 cp; walnuts (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

26 sp; walnuts (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

9 gp; 42 sp; walnuts (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

18 pp; 34 gp; walnuts (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

BF-GF-14: Kitchen

An L-shaped room that smells of the comforts of home forms the northeast corner of the house. Windows ring the room, providing a great deal of natural light.

A stove sits in the northeast corner; tables and benches sit against the other walls. A set of simple wooden double doors leads to the west; two more simple single wooden doors lead to the south and to the center of the "L" via the south leg of the bend.

To the north, a set of double doors opens onto a raised deck.

While in this room, the sense of dread and foreboding partially evaporate from your psyche, as you imagine the cheer that must have inhabited this chamber.

Amidst the warmth of the room, however, the scent of rotten food hangs in the air like a grain of sand in the eye.

The tables hold an assortment of prepared foodstuffs—pies both savory and sweet, corn pudding, and the like—but it has all gone foul. Any PC may make a passive **Profession (Baker)** or related skill check at DC 14 to estimate that the food had been spoiled for at least a week.

The double doors leading to the **Deck** are ajar and unlocked when the PCs encounter them, but may be locked without a key from the inside, and have the following profile:

Deck Double Doors

5" thick; **Hardness** 5; **hp** 30;
Break DC 18; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 22

There is nothing of any value in the **Kitchen**.

BF-GF-15: Deck

A large deck raises about 10 feet off the ground here, wrapping around the northeast corner of the homestead. It's a beautiful vista, looking out across the farmland into the forest. Chairs and a four-seat table sit out here, as well as an array of potted plants and a wooden crate. The plants have fared far better than their interior versions, and appear healthy.

Double doors lead to the kitchen; two sets of wooden stairs lead down to the ground below to the west and the south.

The crate is sealed and may be broken fairly easily, but to inevitable disappointment: it was a spare from a grain shipment, and is empty. It was brought up here to the deck as a makeshift table on which to put food and the like when occupants dined out here in nice weather.

Empty Deck Crate

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

Map 3: Brushgather Farm Second Floor (BF-SF)

One square equals 5 ft.

BF-SF: Brushgather Farm (Second Floor)

Please refer to page 764 for a GM-redacted copy of this map.

The second floor is darker than the **Ground Floor** (p. 47).

Atmospheric Notes

All the windows are stained, as though from a grime that has been building over dozens of years, though of course the house was occupied by normal residents until very recently. There's little therefore in the way of natural light, even if the PCs are investigating in the middle of the day; they will likely want to use torches or lanterns or at least candles by which to see.

Floorboards creak, and the wind rustles around the outside of the house; noises are more present here, but none is welcoming.

BF-SF-1: Stairs Down

These lead to the **Dining Area** (p. 50) on the **Ground Floor**.

BF-SF-2: Western Hallway

The floorboards creak angrily under your feet as you trod down the dark and narrow hallway. There's a layer of dust everywhere. A bookshelf sits in a particularly dark southwest corner.

There's nothing truly interesting to see here, other than the first window on the floor; the GM is encouraged to read **Atmospheric Notes** (above) to convey the proper sense of dread.

BF-SF-3: Main Hallway

This hallway extends the width of the house. An assortment of crates sits against the south and southwest wall. Among them is a closed wooden chest.

Two simple wooden doors sit in the north wall. The northeast wall holds a set of double doors. To the south-middle of the hall is a set of steel-banded wooden doors.

Although the hallway has many windows, it seems entirely dark in here without the use of supplemental light.

The assorted **crates** store extra and old clothing in various sizes and styles. The crates are sealed and must be opened, either with a crowbar or with force, as follows:

Hallway Clothing Crates

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

If opened, the crates yield clothing:

Hallway Clothing Crates

peasant's outfits (12x, **1 sp** apiece); **ponchos** (6x, **5 sp** apiece)

The **chest** is closed and locked, as follows:

Locked Hallway Chest

1" thick; **Hardness** 3; **hp** 20;
Break DC 19; **Disable Device** DC 18

1" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 20

1" thick; **Hardness** 3; **hp** 20;
Break DC 23; **Disable Device** DC 22

1" thick; **Hardness** 3; **hp** 20;
Break DC 25; **Disable Device** DC 24

It contains the following treasure if accessed:

Hallway Chest

journal book (1/2 used, apparently by a toddler, to draw pictures, typically of flowers; value **6 gp**)

8 gp; emerald ring (value **63 gp**)

3 pp; 60 gp; emerald ring (value **221 gp**)

13 pp; 42 gp; emerald ring (value **330 gp**)

31 pp; 59 gp; emerald ring (value **502 gp**)

BF-SF-4: Double Doors

These sturdy-looking doors are much more formidable than those used elsewhere on this floor. They're reinforced with steel, and bear what appears to be a high-quality lock mechanism.

The doors leading to the Stable Attic section of the second floor are closed and locked as the PCs encounter them, and have the following profile:

Locked Stable Attic Double Doors

5" thick; **Hardness** 5; **hp** 60;
Break DC 20; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 60;
Break DC 22; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60;
Break DC 24; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60;
Break DC 26; **Disable Device** DC 26

BF-SF-5: Ceiling Trapdoor

In the ceiling is a wooden trapdoor, whose dark oak stands out against the pine of the ceiling boards. Leaning against a rafter is a sturdy-looking wooden ladder.

The trapdoor is unlocked when the PCs encounter it. The ladder bears the weight of any single Medium-sized creature who wishes to use it at a time.

BF-SF-6: Master Suite Foyer

Three comfortable-looking chairs are arrayed here in a nicely-spaced sitting room, with two plants. A bookshelf sits in the western wall.

Double doors lead to the south, and a single door to the northwest.

The doors are closed and locked when the PCs encounter them; please use the following profile if they attempt to gain access:

Locked Master Suite Doors

5" thick; **Hardness** 5; **hp** 30;
Break DC 19; **Disable Device** DC 17

5" thick; **Hardness** 5; **hp** 30;
Break DC 21; **Disable Device** DC 19

5" thick; **Hardness** 5; **hp** 30;
Break DC 23; **Disable Device** DC 21

5" thick; **Hardness** 5; **hp** 30;
Break DC 25; **Disable Device** DC 23

The door leading to the interior of the **Master Suite** (below) is unlocked but closed when the PCs arrive.

Finally, the **bookshelf** is largely empty, but does contain some scattered writing supplies, which if gathered represent the following treasure:

Master Suite Bookshelf

ink (2 jars, **8 gp** apiece); **inkpen** (2x, **1 sp** apiece); **parchment** (12 sheets, **2 sp** apiece); **sealing wax** (3x, **1 gp** apiece)

BF-SF-7: Master Suite

This expansive bedroom is plain but spacious.

Double beds sit in the east, near multiple windows, a dressing desk, and a cabinet. A privy sits in the northwest corner, next to a cupboard and a potted fern whose fronds have seen better days. Simple double doors sit to the southwest.

The two **cabinets** to the west and north each contain spare clothes of a threadbare and farm-functional nature; if both are raided, the assembled treasure can be represented as follows:

Master Suite Cupboards

peasant's outfits (8x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **leather boots** (4x, **5 sp** apiece)

In the northwest corner, behind the fern, is a secret panel that opens into a **Secret Closet** (below). It's also locked, with a full profile to be found below:

Locked Secret Master Suite Door

5" thick; **Hardness** 5; **hp** 30;
Perception DC 16; **Break** DC 15; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Perception DC 18; **Break** DC 17; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Perception DC 20; **Break** DC 19; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30;
Perception DC 22; **Break** DC 21; **Disable Device** DC 24

BF-SF-8: Secret Closet

The wooden panel slides aside to reveal a tiny closet behind the fern and privy of the master suite. Inside is a small crate, atop which sits a wooden chest.

The **crate** is disappointingly empty, but may be broken into fairly easily:

Secret Closet Crate

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

The **chest** is closed, locked, and trapped when encountered. The sigil carved into the metal of the lock mechanism is a stylized arrow; it would be far-fetched for the party's rogue to deduce that the trap involves a magical arrow that darts out from the keyhole if triggered:

Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

Perception DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

Perception DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

Perception DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

Perception DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

If the trap is defeated, the chest itself has the following statistics:

Locked Secret Closet Chest

3" thick; **Hardness** 5; **hp** 20;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 5; **hp** 20;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 5; **hp** 20;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 5; **hp** 20;
Break DC 26; **Disable Device** DC 28

The treasure within may be worth the hassle getting to this

point, however:

Secret Closet Chest

Brushgather geneology book (a small book; value **6 gp**)

19 gp; opal pendant on gold chain (value **31 gp**)

8 pp; 42 gp; opal pendant on gold chain (value **72 gp**)

19 pp; 37 gp; opal pendant on gold chain (value **180 gp**)

52 pp; 84 gp; opal pendant on gold chain (value **428 gp**)

Although not particularly valuable as anything but a keepsake and family heirloom, the **Brushgather Geneology Book** is nevertheless useful, as reading it prompts a **Quest**.

Brushgather Geneology Book

Value 6 gp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This slim volume traces the lineage of the Brushgather family back twelve generations. Careful readers will suspect that it was compiled in this most recent generation, as the the amount of description underneath each entry gets thinner and thinner the farther back in time the chronology goes.

Although much of the subject matter is of use and interest only to family members, adventurers perusing the Homestead will find the most recent entries of interest: the current generation lists the occupants of the Homestead and owners of the farm as **Isadora** and **Thlane Brushgather**, with daughters **Cora** (p 321), **Dora**, and **Lora**.

A quickly-written scrawled entry, appearing to have fresher ink than the rest of the book and scribed in a different hand, notes that **Lora** ran away from home three years ago, and that **Dora** disappeared from **Berinncorte** a few weeks ago.

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 1 gp

Perusing this book for any amount of time will reveal the current occupants of the house, and will initiate the following **Quest**, whether such knowledge spawns further interest in the players or not:

Quest: What of the Brushgathers?

Summary: A book found in an empty house lists five people as having lived there recently, including one runaway, and one disappearance. The PCs must figure out what became of the family.

Rewards: **4 Reward Stars**.

Locations: **Brushgather Farm**.

Key NPCs: **Cora Brushgather** (p 321).

Kickoff: The PCs discover the **Brushgather Geneology Book** (p 57).

Description:

Upon reading the **Geneology Book**, the PCs may suspect that there is more to this deserted house than meets the eye.

Although they have the ability to obtain some information about what happened, the PCs will ultimately realize that some aspects of the story will remain shrouded in mystery until a later point.

It's important to set expectations along these lines. Many players expect complete, storybook resolution to any story or side quest introduced in their adventures. While others may enjoy a more realistic tone to their conclusions, "completionist" players will be frustrated to the extreme if care is not taken by the GM to help prepare them for an incomplete resolution. There is no princess to be rescued, dragon to be slain, in this **Quest**... just some incomplete, sad discovery.

Clues can be interpreted here and there, from the recently-empty house, the long-neglected bedroom, the even longer-neglected bedroom on the **Second Floor**, and conversations with **Cora** (p 321) either in **Berinncorte** or in the surrounding area.

The true resolution of this **Quest**, however, is the discovery of the corpses of the parents in the basement <>.

What of the Brushgathers (Ignore): Chaos +1

If the PCs remain uninterested in what befell the **Brushgather** clan, even after discovering the book and experiencing the bizarrely empty house, they must truly be in the exploration solely for looting.

Ignoring this **Quest** generates a **Catalyst Impact of Chaos +1**.

What of the Brushgathers (Conclude): Law +3; Love +2

Finding the bodies of **Isadora** and **Thlane Brushgather** in the basement caverns underneath the **Homestead**, and talking with **Cora Brushgather** about her family's fate, concludes the matter as well as can be done right now, and results in the above **Catalyst Impact**.

Finding the parents' corpses results in **2 Reward Stars** for the party.

Finding **Cora** afterwards, and discussing her family history, and learning of the disappearance of her one sister and the running away from home of the other sister, is worth an additional **2 Reward Stars**.

This **Quest** is terminated only after the party discovers the bodies and discusses them with **Cora**; until that point, it remains open and may be resoved at any point.

BF-SF-9: Closet

Behind a swinging set of double doors is a large cabinet, a chest in the southwest, and piles of loose clothes tossed in heaps.

The doors are unlocked and ajar when the PCs first encounter them.

Jump Scare Rat

When the doors are first moved, a **Rat** emerges, scuttling through the doors and escaping to the hallway.

The Rat standard-sized, and is normal in every way; it poses zero combat threat and will not attack, even if faced with death. If the PCs truly wish to slay it, it's recommended that either the first attack automatically squishes it in spectacular fashion, or it simply evades them and runs away, too quick to be caught by the party's frightened rage.

However, each PC who wields a ranged weapon (notched bow or loaded crossbow, for example) must make a **Reflex** save at DC 14. Failure means they let loose with a shot from their ranged weapon in startled response to the jumpscare. At the GM's discretion, the noise can prompt an immediate roll on "**Table 4: Brushgather Homestead Random Encounters**" on page 47; otherwise, the only true effect is embarassment and an elevated heartrate!

The assortments of clothes on the floor and in the **cabinet** count as the following treasure:

Master Suite Closet

peasant's outfits (12x, **1 sp** apiece); **traveler's outfits** (4x, **1 sp** apiece); **leather boots** (6x, **5 sp** apiece)

The chest is locked when the PCs encounter it, and bears the following statistics:

Locked Master Suite Closet Chest

3" thick; **Hardness** 5; **hp** 20;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 5; **hp** 20;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 5; **hp** 20;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 5; **hp** 20;
Break DC 24; **Disable Device** DC 22

If defeated, the chest is revealed to contain the following treasure:

Master Suite Closet Chest

Brushgather homestead key (see below)

7 gp; silver dagger

3 pp; 13 gp; silver dagger

11 pp; 25 gp; masterwork silver dagger

32 pp; 63 gp; *+1 dagger*

The **Brushgather Homestead Key** is a unique item and can only be found here. Its profile is below.

Brushgather Homestead Key

Value 2 sp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This key has a bizarre array of teeth ringing its rod in a number of different ways. It will open, and can lock, any of the doors or storage containers in the **Brushgather Homestead** that is lockable. ("Lockable" doors or containers are those that have a **Disable Device** DC value in their description; those that lack this statistic cannot be locked by this key.)

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 1 gp

BF-SF-10: Bedroom 1 (Cora's)

This bedroom has all the typical trimmings: a privy in the north alcove, a table and stool next to a simple single bed, an empty potted plant, a dressing table with chair, a cupboard, and a small circular sitting table with chairs.

Cora Brushgather (p 321) stays here when she returns home to visit; it is her childhood bedroom though many of her younger possessions have been removed or sold.

The door is locked and closed when the PCs encounter it, as follows:

Locked Bedroom 1 Door

5" thick; **Hardness** 5; **hp** 30;
Break DC 14; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 16; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30;
Break DC 18; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 20

The cupboard against the eastern wall is unlocked and contains only typical clothes:

Bedroom 1 Cupboard

peasant's outfits (4x, **1 sp** apiece); **traveler's outfit** (**1 sp**); **leather boots** (2x, **5 sp** apiece)

The **privy** may be searched—disgustingly so—and yields the following treasure, which fell into the muck weeks ago and was never located.

Bedroom 1 Privy

jeweled dagger (value **5 gp**)

jeweled dagger (value **42 gp**)

jeweled masterwork dagger (value **138 gp**)

jeweled masterwork dagger (value **317 gp**)

BF-SF-11: Bedroom 2 (Dora's)

This bedroom holds a sitting table with three chairs; a small cabinet, dressing desk, and chair against the western wall; a simple single bed next to which are a table and a stool; and a privy in the northeastern area.

The room has a thick layer of dust over it, as though un-

touched for several months.

This was **Dora Brushgather's** room, and remains preserved as a testament to the hopeful return of the abducted youth.

Though closed and unlocked when the PCs encounter it, the door can be locked from the inside without a key, or from either side using the **Brushgather Homestead Key** (p 58).

Bedroom 2 Door

5" thick; **Hardness** 5; **hp** 30; **Break** DC 14; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30; **Break** DC 16; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 20

The **cabinet** against the west wall bears no lock, but contains only farmer's garb:

Bedroom 2 Cupboard

peasant's outfits (5x, **1 sp** apiece); **leather boots** (2x, **5 sp** apiece)

BF-SF-12: Stable Attic Hallway

The floorboards are heavier and of rougher stock than in the house proper, but less firmly together, and you can see the stables below through the occasional crack or gap.

A dull window sits at the southern end of the hallway, behind a dead potted plant and an empty urn; two wooden doors open to the northeast and northwest.

The design of this area makes you question why the hallway is even present, since the doors to the side storage areas under the eaves are right up in the north; there seems no reason at all to venture south along this passage.

There is indeed no reason to go south, unless it's to look out over the lake outside, though the ever-present window grime makes this difficult and frustrating at best.

The doors to each storage area are closed and locked when encountered, and bear the same profile as follows:

Stable Attic Storage Doors

5" thick; **Hardness** 5; **hp** 30; **Break** DC 15; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30; **Break** DC 17; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30; **Break** DC 19; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30; **Break** DC 21; **Disable Device** DC 22

BF-SF-13: Stable Attic Western Storage

Dust spills from the eaves above you as you enter this area, which is low-slung and prompts you to stoop to move about.

There are barrels and bags strewn about here; it's difficult to find space to move among all of the stored items.

This area stores mundane items related to simple farm upkeep. None of the containers is locked, but the **barrels** are sealed, requiring minimal effort to overcome:

Stable Western Attic Barrels

2" thick; **Hardness** 4; **hp** 20; **Break** DC 12

Once prized open, they yield substantial but largely valueless loot:

Stable Western Attic Barrels

wheat (60 lbs, **1 cp** apiece); **flour** (80 lbs, **2 cp** apiece)

The **sacks** are of course unprotected and easily accessed, but also likely disappoint adventurers of any level:

Stable Western Attic Sacks

trail rations (10x, **5 sp** each)

There is nothing else of value or interest in this area.

BF-SF-14: Stable Attic Eastern Storage

Barrels, a crate, and two wooden chests are arrayed here, along with a candle and a few sacks.

Both **chests** are locked, untrapped, and share the following profile:

Stable Eastern Attic Chests

3" thick; **Hardness** 5; **hp** 20; **Break** DC 19; **Disable Device** DC 20

3" thick; **Hardness** 5; **hp** 20; **Break** DC 21; **Disable Device** DC 22

3" thick; **Hardness** 5; **hp** 20; **Break** DC 23; **Disable Device** DC 24

3" thick; **Hardness** 5; **hp** 20; **Break** DC 25; **Disable Device** DC 26

The southern such chest contains the following treasure:

Stable Attic Southern Chest

12 sp; **onyx ring** (value **5 gp**)

8 gp; **onyx ring** (value **23 gp**)

1 pp; **22 gp**; **onyx ring** (value **71 gp**)

9 pp; **57 gp**; **onyx ring**(value **208 gp**)

The chest to its northeast holds items from the elder Brushgather's younger, more reckless days, and yields the follow-

Map 4: Brushgather Farm Third Floor (BF-TF)

One square equals 5 ft.

BF-CF: Brushgather Farm (Third Floor)

Please refer to page 765 for a GM-redacted copy of this map.

BF-TF-1: Trapdoor Down

This is unlocked, and leads to the **Ceiling Trapdoor** (p 55) on the **Second Floor**.

BF-TF-2: Third Floor Hallway

This hallway is dark and feels cramped despite its somewhat ample size. Barrels and other storage debris lines the southern wall. You see two wooden doors leading to the north.

The **crates** and **barrels** here are all sealed, and require a crowbar or smashing to gain access.

Third Floor Hallway Containers

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

At the GM's discretion, a single check can suffice for all containers, as the contents are minimal.

Third Floor Hallway Containers

sand (40 lbs, **1 cp** apiece); **soap** (6 bars, **1 cp** apiece); **beans** (30 lbs, **2 cp** apiece)

The bookshelf is empty.

BF-TF-3: Bedroom 3 (Lora's)

A simple but spacious bedroom contains a dressing desk and stool next to the western window, an empty plant potter in the southwest corner, a writing desk and chair on the south wall, a cupboard to the east, and a small circular table in the northeast corner, next to the bed.

Two simple wooden doors open to the northwest and northeast.

There is a thick layer of dust covering every surface. You estimate it must be several year's worth of neglect and disuse.

This was **Lora Brushgather's** room, until she ran away three years ago. Against their daughter's hopeful return someday, the Brushgather elders have kept the room in its present condition, and could not bear to even enter the room since her departure.

The entrance door is closed and unlocked when the PCs encounter it; it may be locked from inside without a key, or from either side using the **Brushgather Homestead Key** (p 58).

Bedroom 3 Door

5" thick; **Hardness** 5; **hp** 30;
Break DC 15; **Disable Device** DC 12

5" thick; **Hardness** 5; **hp** 30;
Break DC 17; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 19; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30;
Break DC 21; **Disable Device** DC 18

The **writing desk** against the south wall is unlocked and contains writing supplies:

Bedroom 3 Writing Desk

ink (2 jars, **8 gp** apiece); **inkpen** (2x, **1 sp** apiece); **parchment** (10 sheets, **2 sp** apiece)

The **cabinet** to the east is unlocked, and contains simple clothing:

Bedroom 3 Cabinet

peasant's outfits (7x, **1 sp** apiece); **leather boots** (**5 sp**)

BF-TF-4: Bedroom 3 Privy

A well-sized privy sits here, next to a desk with an unlit candle. Strangely, there is little smell here, though if the quarters have been unused for as long as you suspect, this is hardly surprising.

The door admitting entry to this chamber bears no lock and is closed when the PCs encounter it.

There is nothing else of interest in this room.

BF-TF-5: Bedroom 3 Closet

In this spacious closet is a table with an assortment of sacks, a closed wooden chest in the northeast, and two cabinets to the west and north.

A stained, dull window looks out to the northeast.

Dora Brushgather took the key to this room with her, and locked the door before departing; it remains locked to this day. Although the **Brushgather Homestead Key** will unlock it, the parents have never tried since their daughter's departure.

Bedroom 3 Closet

5" thick; **Hardness** 5; **hp** 30;
Break DC 12; **Disable Device** DC 12

5" thick; **Hardness** 5; **hp** 30;
Break DC 14; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 17; **Disable Device** DC 16

5" thick; **Hardness** 5; **hp** 30;
Break DC 19; **Disable Device** DC 18

The **sacks** are empty, and contain only some discarded thread; any valuables that had been inside were taken with **Lora** when she left home.

The **chest** is locked and closed when the PCs encounter it,

with the following profile:

Locked Bedroom 3 Closet Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 15; **Disable Device** DC 16

2" thick; **Hardness** 3; **hp** 20;
Break DC 17; **Disable Device** DC 18

2" thick; **Hardness** 3; **hp** 20;
Break DC 19; **Disable Device** DC 20

2" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 22

Inside, however, is a quite disappointing array that can hardly be called treasure:

Bedroom 3 Closet Chest

8 cp; dried flowers (2 sp)

The other **cabinets** are empty, having been cleared out by **Lora**.

BF-TF-6: Bedroom 4 (Spare)

This bedroom is musty, and dusty, and smells only of disuse.

A single bed sits in the north, to one side of a circular table and stool. A cabinet is against the west wall, a writing desk against the south, and a dressing desk and stool sit just beneath the grimy eastern window.

To the northwest and north-center are two simple wooden doors; both are closed.

The door to this bedroom is closed, but unlocked when encountered. It may be locked from the north without a key, or from the south using the **Brushgather Homestead Key** (p 58).

Bedroom 4 Door

5" thick; **Hardness** 5; **hp** 30;
Break DC 14; **Disable Device** DC 10

5" thick; **Hardness** 5; **hp** 30;
Break DC 16; **Disable Device** DC 12

5" thick; **Hardness** 5; **hp** 30;
Break DC 18; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 16

The **writing desk** against the south wall is unlocked and contains writing supplies:

Bedroom 3 Writing Desk

ink (1 jar, **8 gp**); **inkpen** (2x, **1 sp** apiece); **parchment** (5 sheets, **2 sp** apiece)

The **cabinet** to the west is unlocked, and contains simple clothing:

Bedroom 3 Cabinet

peasant's outfits (2x, **1 sp** apiece); **leather boots** (**5 sp**)

There is nothing else of value or interest in the dusty room.

BF-TF-7: Bedroom 4 Closet

This small closet contains a table with drawstring sacks atop, an urn, two cabinets, and a wooden chest. To the northwest is a blackened window through which it's very difficult to see.

The **closet** is locked when the PCs encounter it:

Bedroom 4 Closet

5" thick; **Hardness** 5; **hp** 30;
Break DC 12; **Disable Device** DC 10

5" thick; **Hardness** 5; **hp** 30;
Break DC 14; **Disable Device** DC 12

5" thick; **Hardness** 5; **hp** 30;
Break DC 16; **Disable Device** DC 14

5" thick; **Hardness** 5; **hp** 30;
Break DC 18; **Disable Device** DC 16

The **sacks** are empty. The **cabinet** is unlocked, but also empty.

The **chest** is closed and locked when encountered:

Locked Bedroom 4 Closet Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 12; **Disable Device** DC 14

2" thick; **Hardness** 3; **hp** 20;
Break DC 14; **Disable Device** DC 16

2" thick; **Hardness** 3; **hp** 20;
Break DC 16; **Disable Device** DC 18

2" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 20

Inside are effects from a prior tenant or visitor, long forgotten:

Bedroom 4 Closet Chest

9 sp; **silver bracelet** (value **11 gp**)

3 gp; **13 sp**; **silver bracelet** (value **52 gp**)

1 pp; **17 gp**; **silver bracelet** (value **188 gp**)

13 pp; **40 gp**; **silver bracelet** (value **313 gp**)

There is nothing else of interest in the closet.

BF-TF-8: Bedroom 4 Privy

A nice, spacious privy chamber sits here. The privy itself is in th enortheast corner; to its right is a convenient table with unlit candleabra and empty bowl.

The door to the privy chamber is unlocked when the PCs en-

counter it, and indeed has no lock so cannot be secured.

There is nothing of interest in this chamber.

BF-TF-9: Ceiling Trapdoor

In the ceiling, above a stack of crates, is a wooden trapdoor. A sturdy-looking ladder leans against the crates underneath.

Whether the PCs have smashed the crates or not, it's still possible to ascend, though if they have smashed all the crates, one PC will have to stay below to hold the ladder up so the others can climb it.

The trapdoor is unlocked and bears no such security option. It leads to the **Attic** (p 64).

Map 5: Brushgather Farm Attic (BF-HA)

One square equals 5 ft.

BF-HA: Brushgather Farm (Attic)

Please refer to page 766 for a GM-redacted copy of this map.

The top floor of the Homestead contains some treasure and a small horror. It's also the darkest floor of the house, lit from outside only via two small windows, both of which are darkened and grimy.

BF-HA-1: Trapdoor Down

A wooden trapdoor sits in the floorboards here, granting descent.

This leads to the **Third Floor** (p 60).

BF-HA-2: Attic Hallway

This narrow corridor is small, cramped, and dark. The roof feels so thin you swear you can feel, not just hear, the wind outside.

Two simple wooden doors sit to the east and west; a steel-reinforced door is in the north wall.

The northern door should be obviously more sturdy and secure than the others.

BF-HA-3: Attic Southwest Storage

You have to crouch down to even move among the barrels and sacks in this room. It's musty and smells of the outside; occasional thick cracks in the roof and some water damage here and there from leaks make you feel vaguely nauseous.

The door to this chamber is locked when the PCs enter this area:

Attic Southwest Storage Doors

- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 16; **Disable Device** DC 17
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 19
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 21
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 22; **Disable Device** DC 23

Two of the **barrels** are empty; the others merely contain water, which is perfectly potable, though tastes like stale dust. The water barrels are sealed and must be hacked into or pried open:

Attic Water Barrels

2" thick; **Hardness** 6; **hp** 20; **Break** DC 20

The sacks contain typical emergency storage:

Attic Southwest Sacks

wheat (20 lbs, **1 cp** apiece); **flour** (15 lbs, **2 cp** apiece)

Finally, there is a bolt of pure white silk, surely a prized artifact either gifted to the family or procured in a treasured transaction about which many stories have been shared:

Attic Southwest

silk (4 sq. yards, **12 sp** each)

BF-HA-4: Attic Southeast Storage

Your head bangs against the low rafters as you enter here.

Barrels, sacks, a crate, and two chests sit here, gathering dust.

The **door** granting access to this chamber is locked when the PCs encounter it:

Attic Southeast Storage Doors

- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 16; **Disable Device** DC 17
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 19
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 21
- 5" thick; **Hardness** 5; **hp** 30; **Break** DC 22; **Disable Device** DC 23

One **barrel** is empty; the other two are sealed, but also empty. Sealed barrels must be pried or smashed open:

Attic Empty Barrels

2" thick; **Hardness** 6; **hp** 20; **Break** DC 20

The single **crate** is similarly sealed, but neither trapped nor locked.

Attic Southeast Crate

2" thick; **Hardness** 4; **hp** 20; **Break** DC 15

Once accessed, the **crate** contains rather boring fare unfortunately:

Attic Southeast Crate

beans (40 lbs, **2 cp** apiece)

The **northern chest** is locked when encountered:

Attic Southeast North Chest

- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 15; **Disable Device** DC 16
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 17; **Disable Device** DC 18
- 2" thick; **Hardness** 3; **hp** 20;

Break DC 19; **Disable Device** DC 20

2" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 22

The **crate** contains the profits from a major business deal years ago; the Brushgathers have all but forgotten it up here.

Attic Southeast North Chest

119 gp; **jade armband** (value **42 gp**)

394 gp; **jade armband** (value **127 gp**)

56 pp; 62 gp; **jade armband** (value **209 gp**)

71 pp; 86 gp; **jade armband** (value **407 gp**)

The **southern chest** is also locked when encountered, but with an inferior, rusted lock:

Attic Southeast South Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 15; **Disable Device** DC 12

2" thick; **Hardness** 3; **hp** 20;
Break DC 17; **Disable Device** DC 14

2" thick; **Hardness** 3; **hp** 20;
Break DC 19; **Disable Device** DC 16

2" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 18

Though profit-seeking adventurers may drool to realize how heavy this **crate** feels, once inside, they are apt to be disappointed to discover it contains simply the lower-value runoff of other transactions over the years... the medeival-era equivalent of a spare-change bin.

The **"fake diamond" rings** described below appear to be genuine; if the inspector passes the described **skill check**, their true nature (and lower value) is revealed accurately.

Attic Southeast South Chest

413 cp; **12 sp; copper ring with square-cut fake diamond** (perceived value **400 gp / 2 sp** actual value per DC 14 **Appraise** or **Craft (Jewelry)**)

612 cp; **35 sp; copper ring with square-cut fake diamond** (perceived value **1,200 gp / 6 sp** actual value per DC 14 **Appraise** or **Craft (Jewelry)**)

701 cp; **61 sp; copper ring with square-cut fake diamond** (perceived value **2,800 gp / 12 sp** actual value per DC 14 **Appraise** or **Craft (Jewelry)**)

861 cp; **78 sp; copper ring with square-cut fake diamond** (perceived value **5,000 gp / 18 sp** actual value per DC 14 **Appraise** or **Craft (Jewelry)**)

The **sacks** all contain **spoiled grain** and are of no value.

The room contains nothing else of notice.

BF-HA-5: Attic Secure Hallway

This musty hallway smells of disuse and rain damage.

Winds howl from outside through tiny holes and cracks in the roof. The window on the north wall is blackened and grimy, to the point of being completely opaque.

To the south is a formidably-reinforced door, quite out of place in a rickety attic such as this. To the northeast and southeast are simple wooden doors that lead under the eaves of the rooftop.

To gain access to this corridor, first the party must bypass the locked and trapped **door** to the south:

Attic Hallway Poison Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 18

Effect Atk +4 melee and melee touch (**1d6** plus **small centipede poison**)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

Perception DC 20; **Disable Device** DC 20

Effect Atk +6 melee and melee touch (**1d6** plus **small centipede poison**)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

Perception DC 22; **Disable Device** DC 22

Effect Atk +8 melee and melee touch (**1d8** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

Perception DC 24; **Disable Device** DC 24

Effect Atk +10 melee and melee touch (**1d8** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

Attic Secure Hallway Door

6" thick; **Hardness** 8; **hp** 60;
Break DC 22; **Disable Device** DC 22

6" thick; **Hardness** 8; **hp** 60;
Break DC 24; **Disable Device** DC 24

6" thick; **Hardness** 8; **hp** 60;
Break DC 24; **Disable Device** DC 24

6" thick; **Hardness** 8; **hp** 60;
Break DC 26; **Disable Device** DC 26

Once the door opens, from the north of the locked door, **3 Skulks** and **2 Skeleton Rogues** attack the party.

Skulk

(see page 694)

CR 1; **XP** 400

CR 5; **XP** 1,600

CR 9; **XP** 6,400

CR 13; **XP** 25,600

Skeleton Rogue

(see page 689)

CR 1; **XP** 400

CR 5; **XP** 1,600

CR 9; **XP** 6,400

CR 13; **XP** 25,600

The creatures will attack until they are destroyed, and will not retreat—both because of their nature as well as the fact that there is really nowhere to retreat to!

Aside from their corpses and possessions, the monsters leave no treasure in the hallway itself once defeated.

The two wooden **doors** to the northwest and northeast are both untrapped and unlocked.

BF-HA-6: Attic Secure Storage West

The unlocked door creaks open, a noise that instantly seems to summon a flock of skeletonized bats from the eaves!

A **Skelebat Swarm** attacks the party upon opening the door.

Skelebat Swarm

(see page 685)

CR 2; **XP** 600

CR 4; **XP** 1,200

CR 12; **XP** 19,200

CR 16; **XP** 76,800

The swarm will attack for four rounds, then will flee the room, breaking through the window to the north of the **Attic Secure Hallway** and flying into the farmlands. They do this regardless of how the fight is going.

Once the swarm is no longer hassling them, the party may investigate the room itself.

An empty and open chest sits in the northwest. A sack of spoiled grain and an empty urn are to the west. In the southeast corner is a pile of miscellaneous belongings and treasure.

There is neither trap nor lock on the out-in-the-open pile, which appears as though someone took the **chest** in the northwest and simply dumped it out onto the floor (which is in truth precisely what occured here a month ago).

Attic Western Secure Eaves Pile

34 gp; **61 sp**; **112 cp**; **emerald pendant** (value **62 gp**)

3 pp; **108 gp**; **49 sp**; **181 cp**; **emerald pendant** (value **139 gp**)

17 pp; **288 gp**; **61 sp**; **200 cp**; **emerald pendant** (value **284 gp**)

52 pp; **358 gp**; **91 sp**; **218 cp**; **emerald pendant** (value **514 gp**)

There is nothing else of note in this chamber.

BF-HA-7: Attic Secure Storage East

This door opens swiftly, on well-oiled hinges. Inside is a cluster of urns and sacks, a sealed barrel, and a closed wooden chest.

Initially, nothing attacks the party. However, four rounds after opening the door, no matter where the party is, a quiet group of **6** **Crawling Hands** attacks the party.

Crawling Hand

(see page 645)

CR 1/2; **XP** 200

CR 4; **XP** 1,200

CR 8; **XP** 4,800

CR 12; **XP** 19,200

These creepy things will attack until they are destroyed.

The **urns** have lids, but are neither sealed nor locked; all contain dirt. Those noting the unusual nature of this might investigate further to find bones in the dirt; the earth is actually **gravedirt**. The dusty macabre filth has no inherent value, but can be used as a material component in some necromantic spells and rituals and thus may have value for the PCs if they are of that persuasion.

The graves themselves were from far away, and included in a business deal gone sour. Not knowing quite what to do with the contents, the **Brushgathers** stowed the creepy things here in the attic, and quickly forgot about them. Those whose remnants are inside are from a hundred years ago, and quite unconnected to the family and to the rest of the proceedings here.

The **sacks** contain **spoiled grain** and are useless.

The **barrel** is sealed and contains well-preserved and perfectly usable **holy water**:

Attic East Secure Eaves Barrel

2" thick; **Hardness** 6; **hp** 20; **Break** DC 20

Attic East Secure Eaves Barrel

holy water (10 gallons / 80 pints, **25 gp** per pint)

How to transport such a bizarre treasure is up to the PCs; typically those who recognize the water's nature will simply dip any empty vessels they have in to collect what they can, and leave the rest.

Finally, the **chest** in the northeast corner of the eaves is locked:

Attic Secure Eaves Northeast Chest

3" thick; **Hardness** 6; **hp** 40;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 6; **hp** 40;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 6; **hp** 40;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 6; **hp** 40;
Break DC 26; **Disable Device** DC 28

The **chest** contains the family fortune, such as it is, and mementoes besides.

It also contains a major clue as to the second half of this adventure, leading the PCs to the **basements** (page 69) f they have not already discovered them.

Attic Secure Eaves Northeast Chest

Homestead Builder's Journal (value **4 gp**)

206 gp; **spherical ruby** (value **118 gp**)

411 gp; **spherical ruby** (value **277 gp**)

549 gp; **spherical ruby** (value **515 gp**)

606 gp; **spherical ruby** (value **688 gp**)

Upon discovering the **Homestead Builder's Journal**, assuming the PCs read through it, feel free to read or paraphrase the following item profile:

Homestead Builder's Journal

Value 4 gp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

Written initially by those who built the **Brushgather Homestead**, this small book has been added to in a different hand and script later in the pages by the family themselves. Much of the contents are of interest only to architects or construction experts, and even to them, much of it is quite dry and even outright incorrect.

The relevant and valuable portion of the booklet is the realization that the house was constructed on top of a series of quite elaborate natural caverns. The tone of the original writing is focused on discussing and proving why it was not necessary to build any further supports into the foundation to account for this phenomenon, given the ground composition, the load-bearing nature of the bedrock and the layout of the caves, and so on. In latter pages on the topic, the Brushgathers have annotated some very crude drawings of the caverns (you may show the players the **Players Maps** of the basement levels starting on page 767). Their scrawled note is shown below.

may it never come to that, but could use as an escape

Construction Requirements blank book or journal; inkpen
Cost 1 gp

As though to underscore the importance of the caverns, and the threat to the homestead, while the PCs are perusing the item, a **Zombie Rat Swarm** emerges from the rotted grain in the sacks nearby and attacks the party.

Zombie Rat Swarm

(see page 703)

CR 2; **XP** 600

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

The **rats** will fight to the death, and grant no treasure once defeated.

Map 6: Brushgather Farm Basement, Level 1 (BF-HB1)

One square equals 5 ft.

BF-HB1: Brushgather Farm (Basement, Level 1)

Please refer to page 767 for a GM-redacted copy of this map.

Nautre and History

The basements of the **Brushgather Homestead** are naturally-occuring, with some carved-out components here and there to connect to secret chambers and the like.

The general plot of things here is that the caverns beneath the house have always been used for storage, but never truly explored to any great extent. A hundred years or more ago, before the house was built, it was used as an adventuring cave and has played host and served as lair to any number of beasties over the years, all without the Brushgathers themselves knowing.

Plot Points: A Tragic Escape

Sensing imminent doom from encroaching chaos and evil, Isadora and Thlane Brushgather took what treasure and supplies they could and escaped to the basement. Hoping they would be able to surface again after the **Obelisk Eruption** presumably subsided, they hid some possessions here and there, and kept venturing more deeply into the unexplored levels beneath their home.

Tragically, their ignorance that the basements of their own home was also home to monsters led to their deaths.

Basement Encounters

For every **10 minutes** spent in the **Basement Levels**, roll on the **Basement Random Encounters** table below.

As with other random encounter introductions, the GM is encouraged to use their own judgment here. Activating a random encounter immediately after a fixed encounter, or pushing the PCs to the point of demise simply on the fate of a die roll, is acceptable in some gaming groups, but generally speaking, random encounters should be used to keep up a pace and a sense of danger and immediacy, not to simply cull the HP and resources of the party.

Table 4: Basement Random Encounters

D%	Event	Description
01-10	**Group of Guards**	A group of **1d2+1 Mayoral House Guards** on patrol.
11-30	[...]	
31-45		
46-50		
51-100	**No Encounter**	The coast is clear... for now!

BF-HB1-1: Ceiling Trapdoor

This leads to the **Brushgather Homestead Ground Floor** (p 47).

It is not locked when the PCs encounter it from above, and a sturdy wooden ladder allows easy one-at-a-time access for any Medium creature or smaller to venture down or up.

BF-HB1-2: Basement

This large chamber seems to be naturally-occuring, with an earthen floor and rough cave walls of stone and soil. It's much cooler down here than above, and damp as well. You can feel an air current from somewhere; examining the dirt portions of the walls, it seems as though smaller tunnels inches in diameter extend through the rock, perhaps to up above.

Man-sized cobwebs cover the eastern and southeastern areas. Debris coats much of the eastern and southern areas. Closer to the trapdoor, crates and barrels are arranged.

The air currents are slight, periodic, and are indeed from the tiny fissures in the cave walls, which in turn lead to the surface.

Absent some impressive natural abilities or advanced magical talents, there is little means of taking advantage of this fact, other than the Basement levels always have an infinite supply of fresh air, not that it should come up as an issue in the context of planned encounters herein!

BF-HB1-3: Northeastern Trash

Piles of natural debris and dropped trash sit here haphazardly among empty barrels, giant spiderwebs, and piles of rocks sticking out of the ground.

There is a wooden chest sitting against the far eastern wall, nearly invisible underneath a haze of spiderwebs.

If the PCs approach the chest, once they get within 10 feet, **1d4 Giant Skeletal Centipedes** burst forth from the trashpiles and attacks them.

Centipede, Giant Skeletal

(see page 642)

CR 1; **XP** 400 *(maximum 2x)*

CR 4; **XP** 1,200 *(maximum 3x)*

CR 8; **XP** 4,800

CR 12; **XP** 19,200

The **centipedes** leave no trash once destroyed, and will fight to the death.

The **trash piles** themselves contain nothing of note.

The **chest** is locked:

Basement 1 Centipede Chest

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20;

Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 20; **Break** DC 26; **Disable Device** DC 24

Within is a scant treasure, but treasure nevertheless:

Basement 1 Centipede Chest

torches (10x; **1 cp** apiece)

12 gp; **9 sp**; **masterwork dagger**

62 gp; **18 sp**; **masterwork dagger**; ***everburning torch*** (**110 gp**)

6 pp; **31 gp**; ***dagger +1***; ***everburning torch*** (2x, **110 gp** apiece)

12 pp; **54 gp**; ***dagger +1***; ***everburning torch*** (2x, **110 gp** apiece)

There is nothing else of note in this region.

BF-HB1-4: Southeastern Debris

A massive cobweb stretches from crate to crate and thence to the wall in this corner, near which is arrayed an assortment of wooden planking that appears to be surplus from the house's deck.

The giant spiderweb is a remnant of a former denizen of the caverns; it's currently occupied by a swarm of **Scarlet Spiders**.

If the PCs touch the spiderweb at all, either in walking around this area, or in searching any of the **crates**, they will trigger **3d4** **Scarlet Spiders** dropping on the party.

Spider, Scarlet

(see page 747)

CR 1/4; **XP** 100 *(maximum 6x)*

CR 3; **XP** 800 *(maximum 8x)*

CR 8; **XP** 4,800

CR 102; **XP** 9,600

They will attack until more than half their number are slain, and will then try to retreat into the Guano area to the center-south. If they make it there, a keen-eyed observer (make one check for each PC, **Perception** at DC 16) might notice that the surviving spiders seem to disappear into the **secret wall** to the south, possibly leading to a reveal.

BF-HB1-5: Pillar

Two natural rock pillars stand here in the south of the main chamber, south of rocks and fungus. From what you recall of up above, they appear to be directly underneath the southern wall of the Homestead above, forming natural support for the building.

To the southwest, four barrels in various sizes and colors sit against the earthen wall; to their southeast is a closed wooden chest.

The **barrels** are all sealed, but not locked; using a crowbar or smashing them requires the following information:

Basement 1 Southwestern Barrels

2" thick; **Hardness** 6; **hp** 20; **Break** DC 18

All three **barrels** on their sides contain drinkable yet stale-tasting **water**.

The upright **barrel** contains well-preserved **ale**, as follows:

Basement 1 Southwest Upright Barrel

ale (15 gallons, **2 sp** each)

The crate to the south of the line of barrels is locked when the PCs encounter it:

Basement 1 Pillar Chest

3" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 22

Inside is a nice assortment of gems, as follows:

Basement 1 Pillar Chest

bullseye lantern (**12 gp**)

spherical onyx (**23 gp**); **uncut opal** (**17 gp**); **square-cut sapphire** (**61 gp**)

spherical onyx (**52 gp**); **uncut opal** (**44 gp**); **square-cut sapphire** (**117 gp**)

spherical onyx (**93 gp**); **uncut opal** (**87 gp**); **square-cut sapphire** (**199 gp**)

spherical onyx (**137 gp**); **uncut opal** (**121 gp**); **square-cut sapphire** (**318 gp**)

There is nothing else of note in this area.

BF-HB1-6: Casks & Secret Tunnel

Against the western wall are three crates; two more are against the northern wall right north of the trapdoor.

An oddly out of place solitary rock formation sits to the south of the crates in a gap between the line of crates to the north and the line of barrels to the south.

The rock formation sits in front of a **secret passage**, covered over in damp earth and somewhat easily visible to those who investigate:

Basement 1 Western Secret Tunnel

Perception DC 14

Perception DC 16

Perception DC 18

Perception DC 20

Clawing at the dirt for **two rounds** will swiftly make the tunnel passable for any **Medium**-sized creature or smaller.

All five **crates** are sealed, and require smashing or a crowbar to open:

Basement 1 North/Western Crates

3" thick; **Hardness** 3; **hp** 15; **Break** DC 16

The two **northern crates** contain **spoiled grain** and are useless.

The two **darker western crates** each contain foodstuffs:

Basement 1 Western Dark Crates

wheat (32 lbs, **1 cp** apiece); **flour** (12 lbs, **2 cp** apiece)

Finally, the lighter-toned, **large western crate** has the same profile as the one above, but there are scratches and marks clearly visible all around the top surface, as though someone had tried desperately to open it, but lacked the proper tools to do so.

It contains somewhat nicer adventuring loot:

Basement 1 Western Light Crate

5 bedrolls; 10 blankets; 5 folding chairs; 5 cots; 2 hammocks; 5 small tents; 1 bear trap; 1 fishing net; silk rope (50 ft.); 5 bullseye lanterns; 15 torches

This haul of adventuring staples was put aside by the Brushgather parents to be used as a kind of combination of a posisble camping vacation, and an emergency stash of equipment should the need present itself to travel quickly as a family.

Sadly, the darkness of the Obelisk descended upon the farmland too quickly for the remaining Brushgathers to take advantage of their foresight.

BF-HB1-7: Fungal Secret Tunnel

This damp passage opens up quickly past the entrance. Fungal growths sprout up from below in an unavoidable terrace; clumps of mushrooms in purple, red, yellow, and taupe cover the ground amidst a rock pile.

Although seasoned adventurers will likely wish to tread lightly, there is no myconid danger here.

Alchemists and other types might wish to harvest the mushrooms for resale; doing so takes **5 minutes** and results in the following, which realistically may only be sold at an apothecary, alchemist, or other related enterprise where such harvest is valued:

Basement 1 Fungal Secret Tunnel

mushrooms (10 lbs, **2 gp** apiece)

BF-HB1-8: Secret Fungus Chamber

In the southern edge of this concealed chamber is a cluster of rocks which appear to have fallen from the ceiling over the years. To the southeast is a large greenish patch of what appears to be slimy mold.

This is a **Garden Ooze**, which will pursue and attack the PCs at any point during which at least one party member is within 20' of it:

Garden Ooze

(see page 655)

CR 2; **XP** 600

CR 5; **XP** 1,600

CR 9; **XP** 6,400

CR 13; **XP** 25,600

The **Ooze** will keep attacking until its defeat, or until all PCs are more than 20' away from it; if the latter occurs it will remain stationary for two rounds, then will slink back to its original position in the southeast of this chamber.

The creature possesses no treasure to speak of.

BF-HB1-9: Trapdoor Down

A grimy wooden trapdoor sits in the earthen floor here. Its boards and supporting frame have begun to rot, but it appears solid enough for purpose.

This leads to the **Brushgather Farm Basement Level 2** (p 74).

The door bears no lock, and can fit any Medium-sized creature or smaller through its aperture.

BF-HB1-10: Guano Secret

This area between the two pillars and to the south is coated in a layer of slimy offal.

There is nothing of any value or interest in this area, other than the secret tunnel to the south, which is not immediately visible from afar.

If the party ignores this area altogether, they might still see something that sparks their interest in the way of the secret tunnel to the south:

Basement 1 Southern Secret Tunnel

Perception DC 20

Perception DC 22

Perception DC 24

Perception DC 26

If any PC steps in any portion of the guano, a **Bat Swarm** erupts from the tunnel, inadvertently revealing it to all but the most dense observer.

Bat Swarm

(see page 726)

CR 2; **XP** 600

CR 5; **XP** 1,600

CR 10; **XP** 9,600

CR 12; **XP** 19,200

The **Swarm** attacks until reduced to fewer than 10 hit points, and will then attempt to disperse, causing the party no further hassle and rewarding them with full **XP** benefit.

Once the **Bat Swarm** has been defeated, the PCs glimpse the nature of their lair:

The earthen wall to the south now has holes in it. They're not obviously bat-shaped, but it's clear enough what occured: the bats emerged through holes in the earth to attack you, and presumably, had sanctuary before that in some region beyond what appears to be a solid wall.

At this point, the secret tunnel leading to the **Southern Secret Chamber** is now revealed and requires no further skill checks to notice.

BF-HB1-11: Southern Secret Chamber

You claw your way through the dirt wall, which crumbles readily at your touch. Beyond is a dark chamber stained in further guano, and smelling strongly of confined animal refuse.

Scattered across the entrance area, before the tunnel bends around to the west, are three skeleton piles. The bones have been picked clean, and there appears to be no treasure or other belongings in the piles.

Another such skeleton lies around the bend to the northwest.

The remains are from prior victims of the secret chamber's denizen, a venerable and wounded **Mohrg**.

Ordinarily, such a foe would represent an **Untouchable**-caliber encounter, a challenge from which the party should likely run away. However, this Mohrg is different: Decades ago, it was wounded by a magical blade that has prevented perfect healing.

As a result, it starts battle with **1/4** its normal **hit points** (round down), takes a **-5** penalty to **to-hit** and **damage** rolls, and suffers a **-4** penalty to its **Armor Class**. Additionally, the **DC** of its abilities is reduced by **3**.

Finally, in reflection of the significant above penalties, the **XP** awarded for defeating the creature should be halved from the natural amounts below.

Wounded Mohrg

(see page 664)

CR 8; **XP** 4,800

CR 10; **XP** 9,600

CR 14; **XP** 38,400

CR 18; **XP** 153,600

As it begins combat cornered in its own lair, the **Mohrg** will attack the party until it is slain.

Barring some significant magical manipulation, the monster must be defeated in order to gain access to the **treasure** to its west (see below).

BF-HB1-12: Secret Treasure

Piles of wealth and equipment lay here. From the formidable nature of your recent foe and the stripped-down skeletons on the way into the lair, you assume this treasure represents the accumulated wealth of an unknown series of adventurers over the years.

This description is indeed accurate, though the **Mohrg** has had to subsist on bats in the decades since the Brushgathers built their home atop his lair.

There are neither traps nor locks on this pile, which is freely accessible only once the monster guarding it has been dealt with:

Basement 1 Secret Treasure

bullseye lantern (12 gp); **leather armor; studded leather armor** (4x, two Small); **light plate armor**; **heavy steel shield** (2x); **light wooden shield** (3x, one Small); **longsword** (2x, one Small); **short sword** (4x, one Small); **dagger** (8x, three Small)

11 pp; 47 gp; 89 sp; *+1 short sword*

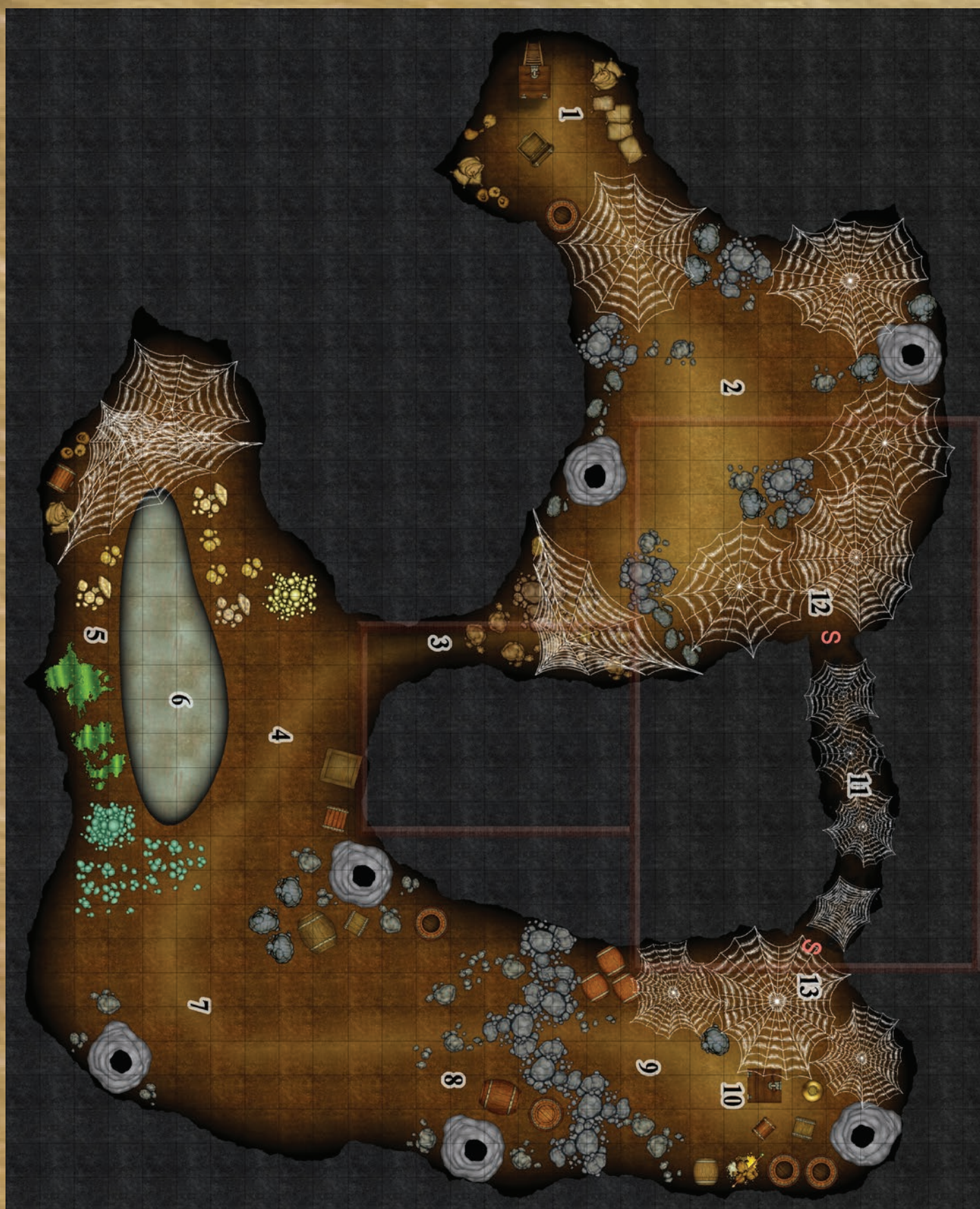
36 pp; 122 gp; 173 sp; *+1 longsword*; *+1 short sword (Small); necklace of fireballs* (Type I, **1,650 gp**)

57 pp; 319 gp; 291 sp; *+1 cold iron longsword*; *+2 short sword (Small); necklace of fireballs* (Type IV, **5,400 gp**)

88 pp; 401 gp; 339 sp; *+2 longsword*; *+2 flaming short sword (Small); necklace of fireballs* (Type VI, **8,100 gp**)

Map 7: Brushgather Farm Basement, Level 2 (BF-HB2)

One square equals 5 ft.



BF-HB2: Brushgather Farm (Basement, Level 2)

Please refer to page 768 for a GM-redacted copy of this map.

This level is quite a bit larger than the one above, expanding far beyond the structure of the **Homestead** above. Unless the party discovered the rather-easy-to-see secret passage on **Basement Level 1** (p 69), they may miss this area altogether.

It's important to manage potential frustration if the party is earnestly attempting to complete the **Quest "What of the Brushgathers?"** (p 57).

It is tremendously unusual in most players' experience to have a Quest, indeed the "main quest" or storyline of an adventure, dependent upon discovering a secret door. Typically secret doors represent additional opportunities, threats, treasures, reduction of risks present elsewhere, or side quests that aren't directly related to the main gist of things.

One easy way around this is for the PCs to "discover" the secret in the basement up above. Perhaps one of the monsters in that level pushes the party back to the wall, and they fall into the secret tunnel.

BF-HB2-1: Ceiling Trapdoor

Though the planks are rotting, and the ladder is grimy with a layer of slick mold, this apparatus seems solid enough to get you down and up.

Sacks and bags lie sprinkled about, and an open and empty wooden chest is in the room's center. To the east, an empty barrel sits.

This leads to the floor trapdoor in **Basement Level 1** (p 69).

The hatch admits any **Medium**-sized creature or smaller without difficulty, one at a time, either up or down.

The **sacks** all contain **spoiled grain** and are useless.

BF-HB2-2: Spiderweb Chamber

This chamber's perimeter is coated in spiderwebs from floor to ceiling. Piles of rock lie strewn about, either having fallen from

Rock pillars reaching the whole height of the room are positioned in the north and south.

A tunnel leads to the southeast.

Seasoned adventurers know what they're likely in for, here: **Giant Spiders**. While that fear is eventually merited, initially, the spiders take no notice of the intruders.

Each time one of the PCs touches any of the spiderwebs on the map, there is a **30%** chance the spiders will realize the invaders are there, and attack. Add **5%** for each party member who touches a spiderweb; thus, upon initially entering the room, a party of **5** PCs would have a **55%** chance of drawing attention, since it's impossible to enter this chamber without entering through the spiderweb to the southwest.

How many spiders attack depends on the party's difficulty level, as follows.

Giant Spider

(see page <>)

CR 8; **XP** 4,800; **2d4-2** spiders (minimum 1x)

CR 10; **XP** 9,600; **2d4** spiders

CR 14; **XP** 38,400; **2d4+2** spiders

CR 18; **XP** 153,600; **2d6+2** spiders

The spiders will attack to defend their lair, and to the death, but in any scenario that begins with more than 2 spiders, once only one spider remains of the group, it will attempt to scurry away into the secret tunnel to the northeast (p 82).

If the lone survivor reaches the wall, it will burrow through the earth in one round, allowing it to escape further east, and revealing the secret corridor.

This room is perilous to move through as well as to fight amidst: treat all squares containing a spiderweb and/or rocks as **difficult terrain**.

There is no treasure to speak of among the dead.

BF-HB2-3: Narrow Passage

You can just barely squeeze through this narrow passage, one at a time. You sense a dampness from southward.

Any **Medium**-sized creature may move through here as though it were **difficult terrain**, and only one creature at a time.

BF-HB2-4: Lakeroom

An underground lake is revealed to your south as the tunnel opens up. To the east and west are large open areas, dotted with multicolored fungal patches.

Crates and chests sit among rock formations to your east. In the southwest, beyond the lake and behind floor-to-ceiling spiderwebs, you glimpse a pile of canvas sacks and a wooden chest.

Nearly all the fungus described is harmless and valueless if harvested (see **Fungal Patches**, below, for the **slime**).

The **chest** to the southwest is trapped and locked when the PCs encounter it:

Southwest Chest Fire Shield Trap

Type Magical; **Trigger** Touch; **Reset** none

Perception DC 18; **Disable Device** DC 22

Effect automatic **1d6+4** fire damage to triggering PC (**Reflex** save at DC 13 to avoid)

Perception DC 20; **Disable Device** DC 24

Effect automatic **1d8+4** fire damage to triggering PC (**Reflex** save at DC 17 to avoid)

Perception DC 22; **Disable Device** DC 26

Effect automatic **2d6+6** fire damage to triggering PC (**Reflex** save at DC 20 to avoid)

Perception DC 24; **Disable Device** DC 28

Effect automatic **3d8+8** fire damage to triggering PC (**Reflex** save at DC 22 to avoid)

Once the trap is triggered or defeated, the chest itself has the following statistics:

Locked Southwest Lake Chest

3" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 22

3" thick; **Hardness** 5; **hp** 20; **Break** DC 22; **Disable Device** DC 24

3" thick; **Hardness** 5; **hp** 20; **Break** DC 24; **Disable Device** DC 26

3" thick; **Hardness** 5; **hp** 20; **Break** DC 26; **Disable Device** DC 28

Inside is the following loot:

Southwest Lake Chest

torches (6x; **1 cp** each)

5 gp; tourmaline armband (value **63 gp**)

2 pp; 33 gp; tourmaline armband (value **107 gp**)

11 pp; 82 gp; tourmaline armband (value **281 gp**)

34 pp; 159 gp; tourmaline armband (value **409 gp**)

The **sacks** are of course unlocked and untrapped, and contain a middling yet heavy treasure among them:

Southwest Sacks

torches (6x; **1 cp** each)

5 gp; tourmaline armband (value **63 gp**)

2 pp; 33 gp; tourmaline armband (value **107 gp**)

11 pp; 82 gp; tourmaline armband (value **281 gp**)

34 pp; 159 gp; tourmaline armband (value **409 gp**)

The **spiderweb** to the west is a remnant from a former lair positioning of the Giant Spiders who currently live to the north; there is no threat to be found here now (though it should be treated as **difficult terrain**).

The **crate** and **barrel** to the east are sealed and weakened, and require a tool or weapon to gain access:

Basement 2 Lake Room Containers

3" thick; **Hardness** 3; **hp** 15; **Break** DC 14

The **crate** is sadly empty, its contents having been raided long ago.

The **barrel** contains **20 gallons** of **potable water** that tastes of earth.

Finally, the two **chests** around the base of the rock pillar to the east are both locked when encountered, and have the same profile:

Locked Rock Pillar Chests

3" thick; **Hardness** 5; **hp** 20; **Break** DC 15; **Disable Device** DC 16

3" thick; **Hardness** 5; **hp** 20; **Break** DC 17; **Disable Device** DC 18

3" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 20

3" thick; **Hardness** 5; **hp** 20; **Break** DC 22; **Disable Device** DC 22

Sadly, each chest is empty!

At the GM's option, fiddling with either chest may arouse the attention of the **Gelatinous Cube** to the east (see below).

BF-HB2-5: Fungal Patches

Amidst the colored fungus blooms is a slimy patch of goo to the south of the lake. As you approach, it shifts subtly, and you realize it's more than a simple pile of liquid.

This is a **Gray Ooze**, a comparatively formidable creature. The good news is that it will only notice and attack the party if provoked, for example, if the party attempts to approach the chest and sacks to the west via this southern route around the lake.

Gray Ooze

(see page 657)

CR 4; **XP** 1,200

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

Once it has turned against the party and attacked, it will continue to attack until reduced to fewer than **20 hit points**, at which point it will attempt to slither into the **Underground Pond** (see below).

The pond itself offers little in the way of true protection, so a party who pursues it may likely finish it off without too much trouble, but the **Ooze** is banking on being left alone if it escapes.

The mushrooms are non-volatile and valueless if harvested.

BF-HB2-6: Underground Pond

This filthy, grimy pool of opaque brown water seems to be naturally-occuring, forming in a depression of the earth underfoot.

Other than possibly holding a wounded **Gray Ooze** if the party fought it to the south (see above), there is nothing special

about this lake.

BF-HB2-7: Open Passage

The cavern opens here, a bit taller and broader than the previous chambers. Two natural rock pillars reach from floor to ceiling in the northwest and southeast.

Strangely, in comparison to the rest of the cave so far, there is little debris on the ground here—no rocks or rubble, and a somewhat well-worn path arcing around to the north.

This area is well-cleaned primarily because of the **Gelatinous Cube** which hides to the north, just to the north of the empty barrel next to the rock pillar.

Because of the curve of the wall there, the rock pillar, and the height of the ceiling in that area, the creature is not easily visible until the party approaches the "7" marked in the map denoting this area.

Once the party touches this marker, the **Cube** will emerge and attack.

Gelatinous Cube

(see page 656)

CR 3; **XP** 800

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

The Cube will continue to attack until it is slain, or until the party escapes. It is too large to fit through the narrow tunnels in **BF-HB2-3** or **BF-HB2-11**, so PCs wishing to avoid rather than destroy the **Cube** may use those avenues to get around the creature.

There is no treasure to be found amidst the gooey corpse of the foe.

BF-HB2-8: Rockpiles

A massive quantity of rocks has fallen here from the ceiling, forming a thigh-high wall of rubble. A rock pillar stands to the east edge of the wall; next to it are two sealed barrels.

Slightly beyond the rock wall, immediately to the northwest of it, is a trio of smaller barrels.

The entire rock area should be treated as **difficult terrain**. Although no monsters attack the PCs as they are crossing over, this region may prove perilous for parties attempting to maneuver during combat with the monsters to the north or south of this area.

Both large **barrels** to the southeast of the wall are sealed and require tool or force to access:

Basement 2 Rock Wall Barrels

3" thick; **Hardness** 3; **hp** 15; **Break** DC 15

Inside each is a well-preserved supply of **applejack whiskey**:

Basement 2 Rock Wall Barrels

applejack (**10 gallons** per barrel; **4 sp** per gallon)

The three **small barrels** to the northwest of the wall are also sealed:

Basement 2 Rockwall Northwest Barrels

3" thick; **Hardness** 3; **hp** 12; **Break** DC 14

All three barrels contain water that has been infected with a somewhat nasty bacteria; anyone imbibing must make a **Fortitude** check (DC 14; 16; 18; 20) or become **Sickened** for 2 hours (**–2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

There is nothing else of note in this area.

BF-HB2-9: Northeast Spiderwebs

Enormous webs stretch across the entire northwest region of this chamber.

To the northeast, you see two empty wooden barrels, two closed wooden chests, an empty brass urn, a sealed barrel on its side, and what appears to be a pile of treasure.

Spiderwebbed squares count as **difficult terrain**.

If any PC touches any of these webs, any **Giant Spiders** from **BF-HB2-2** (p 75) who weren't slain as the party moved through their room immediately take notice and start moving through the **Secret Webbed Passage** separating their room and this one. They arrive in two minutes, and immediately attack the party if they are still within 30' of the entrance at **Secret Passage West** (see below).

If this occurs, and the party defeats the **Spiders**, it reveals the **Secret Webbed Passage**.

The **large barrels** and the **urn** are empty.

Each of the two **closed wooden chests** is locked, but untrapped:

Locked Northeast Chests

3" thick; **Hardness** 5; **hp** 20;
Break DC 17; **Disable Device** DC 20

3" thick; **Hardness** 5; **hp** 20;
Break DC 19; **Disable Device** DC 22

3" thick; **Hardness** 5; **hp** 20;
Break DC 21; **Disable Device** DC 24

3" thick; **Hardness** 5; **hp** 20;
Break DC 23; **Disable Device** DC 26

Each contains the identical treasure, as follows (loot described is per chest):

Northeast Chest

torches (2x; **1 cp** each); **coffee beans** (5 lbs; **5 cp** apiece); **maple syrup** (3 lbs; **1 gp** apiece); **honey**

(4 lbs; **1 gp** apiece)

The **treasure pile** isn't trapped in the formal sense, but is impromptu home to a **Greensting Scorpion**, which attacks if any of its home is disturbed:

Scorpion, Greensting

(see page 740)

CR 1/4; **XP** 100

CR 3; **XP** 800

CR 8; **XP** 4,800

CR 10; **XP** 9,600

The **treasure pile** itself contains the following:

Basement 2 Northeast Treasure Pile

light plate armor; studded leather armor (Small); **quarterstaff** (2x); **daggers** (6x); **daggers** (3x, Small); **heavy flail**

47 gp; masterwork heavy steel shield

3 pp; 71 gp; *+1 heavy steel shield*

15 pp; 110 gp; *+2 heavy steel shield*

29 pp; 207 gp; *+3 heavy steel shield*

The **sealed barrel on its side** contains potable water, but must be prized open first:

Basement 2 Northeast Barrel

3" thick; **Hardness** 3; **hp** 15; **Break** DC 13

BF-HB2-10: Trapdoor Down

Beneath a layer of dirt and web is a solid wooden trapdoor in the floor. It doesn't appear to have a lock.

The trapdoor indeed lacks a lock, but the wood has warped and expanded over time due to the moisture in the cavern. It won't open unless it's destroyed or forced open, as follows:

Basement 2 Stuck Trapdoor Down

3" thick; **Hardness** 5; **hp** 20; **Break** DC 16

3" thick; **Hardness** 5; **hp** 20; **Break** DC 18

3" thick; **Hardness** 5; **hp** 20; **Break** DC 20

3" thick; **Hardness** 5; **hp** 20; **Break** DC 22

Once un-stuck or destroyed, the trapdoor may be used by any **Medium**-sized creature or smaller, one at a time.

It leads to **Basement Level 3** (p 79).

BF-HB2-11: Secret Webbed Passage

This narrow, dark, webbed passage gives you claustrophobia whether or not you had it before. The floor is a mess of pebbles, earth, and small pools of water; mud splashes everywhere as you make your way.

Although every square of this passage counts as **difficult terrain**, there is otherwise no threat or problem in this zone normally. Unlike with much of the other webs in this basement level, disturbing the webs in this passage does not alert the attention of any creatures.

The only true danger here is if the **Giant Spiders** from the western chamber escaped combat through here; if they did, then any remaining such **Spiders** are in residence here, and will attack to the death.

BF-HB2-12: Secret Passage East

Only read the italicized portion below if the secret entrance here has been revealed, either through successful investigation or if the **Spiders** to the west have used the entrance as an escape.

The earthen wall here has broken away, revealing a web-strewn, damp passage that reeks of must and dirt.

To detect the passage, the party must brave the spiderwebs in this area, possibly alerting the attention of the **Giant Spiders** nearby, and then notice the strangeness of the wall:

Basement 2 Secret Passage East

Perception DC 22

Perception DC 24

Perception DC 26

Perception DC 28

It is particularly challenging to notice the secret passage here, because it is so completely covered by webbing.

Once discovered, it requires no special strength to prize the earth away to reveal the tunnel leading east.

BF-HB2-13: Secret Passage West

Only read the italicized portion below if the secret entrance here has been revealed, either through successful investigation or if the **Spiders** to the west have used the entrance here to attack the party.

The earthen wall here has broken away, revealing a web-strewn, damp passage that reeks of must and dirt.

To detect the passage, the party must move through the spiderwebs here, and then notice the strangeness of the wall:

Basement 2 Secret Passage West

Perception DC 22

Perception DC 24

Perception DC 26

Perception DC 28

It is particularly challenging to notice the secret passage here, because it is so completely covered by webbing.

Once discovered, it requires no special strength to prize the earth away to reveal the tunnel leading west.

Map 8: Brushgather Farm Basement, Level 3 (BF-HB3)

One square equals 5 ft.

BF-HB3: Brushgather Farm (Basement, Level 3)

Please refer to page 769 for a GM-redacted copy of this map.

This deepest layer of basement underneath the **Brushgather Homestead** (p 47) is also the most perilous, as one might expect.

Use your best judgment here as to whether to roll for random encounters. Remember that although the farm has been corrupted and invaded by horrible forces, it's ultimately not the horrific font of evil and chaos that the **Dark Obelisk** itself is within the city limits.

Encounters here which result in a total party kill likely indicate either that the players have been unreasonably aggressive, or that the GM hasn't managed the difficulty appropriately to the intent and tone of the adventure.

BF-HB3-1: Ceiling Trapdoor & Fungal Chamber

The wood here is warped but solid, and the ladder underneath seems brand-new.

A dense semicircle of yellow toadstools rings the chamber to the west, north, and east. In the middle of the room is a rock pillar that leads to the ceiling.

To the south, clumps of additional mushrooms are scattered among piles of fallen rocks and larger boulders.

The trapdoor leads upstairs to **Basement Level 2** (p 74). Once the trapdoor has been smashed or heaved open, it admits one **Medium**-sized creature or smaller at a time via the sturdy ladder.

All squares containing any rock or fungus should be treated as **difficult terrain**.

The **toadstools** here are somewhat useful to apothecaries or alchemists. Per **5 minutes** spent harvesting, the party may realize the following yield:

Basement 3 Toadstools

alchemical toadstools (**5 lbs**, **2 sp** apiece)

The secret tunnel to the northwest can be noticed using the following profile:

Basement 3 Secret Passage Northeast

Perception DC 19

Perception DC 21

Perception DC 23

Perception DC 25

BF-HB3-2: River Entrance

The eastern cave wall widens here, leading to what appears to be an underground river, which snakes around to the east after traveling south for a few dozen feet.

The river begins even with the ground, and appears to deepen to 2-3' in places. There doesn't appear to be a current; the water's surface is calm. It may therefore not be a true river at all, but instead a riverlike underground lake.

The water is pretty much as it appears. It's not safe to drink; doing so causes no permanent damage but will not slake thirst and will likely cause the imbiber to throw up fairly soon after the attempt.

Follow the typical rules for walking through water; as a convenience, you may simply treat it as **difficult terrain**.

BF-HB3-3: Winding River

The river curves around here, heading north.

The water's surface ripples up ahead. It's difficult to tell whether it's due to the disturbances in the liquid caused by your presence... or something else.

Spoiler alert: It's "something else".

Giant Leeches, to be specific, which swim south from the island to the north as soon as the party touches the "3" marked on the map to denote this region.

Giant Leeches

(see page 731)

CR 2; **XP** 600; **1d4-1** *(minimum 1 leech)*

CR 5; **XP** 1,600; **1d6-1** *(minimum 1 leech)*

CR 11; **XP** 12,800; **2d4-1** *(minimum 1 leech)*

CR 14; **XP** 38,400; **2d6-2** *(minimum 1 leech)*

The creatures swim south to engage the party and will continue to attack until destroyed.

Giant Leeches, as a rule, carry no treasure. They have slain numerous interlopers here in their day, but typically will bring any arms, armor, or otherwise indigestible loot back to the **River Island** (see below)

BF-HB3-4: River Island

The rock and earth floor of the river bulges out of the water here in a slimy heap dotted with toadstools and small boulders.

An intentional search of the water in this area, and a lucky **Perception** check (DC 18; 20; 22; 24), is required to locate the accumulated treasure here, spoils of the the **Giant Leeches'** defense of their home.

Basement 3 River Island

sickle (2x)

2 pp; 19 gp; diamond circlet (value **329 gp**)

18 pp; 92 gp; diamond circlet (value **618 gp**)

34 pp; 154 gp; diamond circlet (value **647 gp**)

51 pp; 213 gp; diamond circlet (value **881 gp**)

BF-HB3-5: Fungal Fork

The chamber branches here, with arms of the chamber heading to the west and to the north. Spots of red-and-yellow toadstools continue in sporadic clumps, as do occasional rock pillars.

To the north, you glimpse patches of grayish fungus and slime amidst the brown and black earth.

Assuming the PCs came here via the entrance in area BF-HB3-1, they've had a boring time of it coming to this point.

The "fungus and slime" which appear to the north are mostly harmless, but amidst them is a **Gray Ooze**:

Gray Ooze

(see page 657)

CR 4; **XP** 1,200

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

The **Ooze** is particularly lethargic, and will only attack the party if stepped upon. Barring some kind of floating magic, taking the north tunnel guarantees an attack.

It's possible to simply head west and avoid the threat; indeed, if that was the party's plan anyway, they may never even realize there was a monster in this area.

The **Ooze** carries no treasure.

BF-HB3-6: Central Fungal Passage

The tunnel is somewhat cramped here, and smells particularly earthen; fungus in clumps of various colors appears along the eastern wall.

To your north, just before the tunnel opens up into a larger chamber, is a puddle of slime.

The party may be excused from concluding this is a threat, particularly if coming from the south, where a **Gray Ooze** likely assaulted them (see above).

However, the puddle of slime is simply a combination of water, mud, and other debris—foul, but harmless.

BF-HB3-7: Pillar Room

A large chamber is centered around a huge stone pillar in the center-north. Around its base to the north and east are clusters of rubble.

To the east are more rock clusters, and a patch of yellow mushrooms. To the west are additional brown rock spills.

The room itself is quite boring; there is nothing of interest, threat, or value to encounter. Even the mushrooms are uselessly ordinary and not worth harvesting.

There are, however, **three secret passages** heading off to the **east**, **southwest**, and **northwest**. Each one must be detected separately; once found, opening them requires no tool or check, as the secret "doors" are merely buildups of dirt.

It takes **3 rounds** of dedicated digging to fully "open" any one of these secret tunnels, after which any **Medium**-sized creature or smaller may squeeze through at a time.

Basement 3 Central Secret East

Perception DC 18

Perception DC 20

Perception DC 22

Perception DC 24

Basement 3 Central Secret Southwest

Perception DC 16

Perception DC 18

Perception DC 20

Perception DC 22

Basement 3 Central Secret Northwest

Perception DC 22

Perception DC 24

Perception DC 26

Perception DC 28

Perhaps obviously, if the party is coming into this room from one of the above tunnels, they need not "discover" it, but must still dig through the dirt which blocks entry into this room.

BF-HB3-8: Western Secret Hall

A low-ceilinged, wet-earth tunnel is here, with chunks of black rock and soot on the ground.

No threat exists here, though the entire tunnel should be considered **difficult terrain**.

BF-HB3-9: Western Secret Tunnel

A short, narrow passage connects to larger chambers to the north and south. Underfoot is a layer of thick black grime that sticks to your boots.

Terrorized as they may be by the description, the impact of the ichor is merely cosmetic.

BF-HB3-10: Northwestern Secret Passage

This secret tunnel makes a sharp bend to the south at its western apex, connecting the enormous room to the east with the smaller room to the south.

The tunnel should be counted as **difficult terrain**, but is otherwise of no particular interest.

BF-HB3-11: Southwestern Secret Wall

Thick clumps of rocks and rubble are strewn about this area on the east and west walls of the chamber.

Detecting the secret passage to the west is somewhat difficult given the curve of the room and the rocks in front of it:

Basement 3 Southwestern Secret Wall

Perception DC 24

Perception DC 26

Perception DC 28

Perception DC 30

Once revealed, the tunnel may be accessed by peeling away the hardened earthen residue; it requires no special skill or tool but consumes **5 rounds** to execute.

BF-HB3-12: Western Pillar Room

A rock pillar extends from the floor to the ceiling in the center of this chamber. To the north and west are yellow toadstools; to the east and south are rocky rubble patches.

As you enter the room, you see a shape move amidst the toadstools to the north.

Regardless of how the party enters this area, the **Fungal Crawler** here attacks them as soon as they are within 10' of the pillar (entering from the south), or as they enter through the secret door to the north.

Fungal Crawler

(see page 730)

CR 3; **XP** 800

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

The beast attacks the party until slain. It carries no treasure.

The secret passage to the north requires a keen eye to identify:

Basement 3 Western Pillar Secret

Perception DC 23

Perception DC 25

Perception DC 27

Perception DC 29

Once the party knows about it, or if entering this area from the north, it takes **2 minutes** of focused digging through the dirt to open up the tunnel.

BF-HB3-13: Western Cavern

Only read the *italicized* portion if the party is entering this room from the east, and has not yet discovered the secret passage to the north:

This region is a three-way split to the north, east, and south. Smaller grey stones in the intersection presage much larger clusters leading to the south.

The northern branch of the passage ends about 30' to the north.

All squares with any rock in them should be treated as **difficult terrain**.

Of course, the northern branch does not truly end there; a secret wall connects it to the chamber to its north:

Basement 3 Western Cavern North Secret Wall

Perception DC 20

Perception DC 22

Perception DC 24

Perception DC 36

Once known about, the wall requires a simple and quick push to dislodge the accumulated earth.

BF-HB3-14: Southwestern Crevice

The cavern terminates in a sharp crevice, narrowing into an eastern point amidst grey rocks and dirt.

As you approach the area, what had appeared to be skeletons amidst a pile of rocks animates, and moves toward you.

The foes are **Barbarian Skeletons**, and they attack immediately any party member approaching within 20' of the crevice point.

Skeleton, Barbarian

(see page 741)

CR 2; **XP** 600

CR 4; **XP** 1,200

CR 12; **XP** 19,200

CR 16; **XP** 76,800

Other than their equipment, the crevice contains the following treasure, which is stuck deep down in the crevice and requires concentrated searching to locate and retrieve:

Basement 3 Southwest Crevice

human skulls (5x); **halfling skulls** (2x)

- **12 sp; uncut garnet** (value **13 gp**)
- **8 gp; 37 sp; uncut garnet** (value **51 gp**)
- **51 gp; 62 sp; uncut garnet** (value **169 gp**)
- **3 pp; 147 gp; 98 sp; uncut garnet** (value **308 gp**)

BF-HB3-15: Southwest Lake

Here sits a small lake with muddily opaque waters. It seems deep, at least several feet, falling off sharply from the edge that connects to the tunnel. Rocks jut from the water here and there.

It appears as though the wall here fell apart due to the erosion of this naturally-occuring wellwater.

The water is muddy but yet is drinkable, though with a grittly, sandy taste and texture.

Underneath the surface of these waters lurks a **Fungal Crawler**, which emerges and attacks the PCs if anything disturbs the lake. This includes if anything is thrown into the water.

Fungal Crawler

(see page 730)

- **CR** 3; **XP** 800
- **CR** 6; **XP** 2,400
- **CR** 10; **XP** 9,600
- **CR** 14; **XP** 38,400

The **Crawler's treasure** is the result of former victims, and is somewhat scant, as everything else has deteriorated over time.

Due to the opaqueness of the water, it requires concentrated searching and a successful **Perception** check at **DC 18** to locate the loot under the surface:

Basement 3 Southwest Lake

- **iron quarterstaff; breastplate (Small); daggers (3x); bullseye lantern**
- **greatsword**
- **masterwork greatsword**
- ***+1 greatsword***
- ***+1 corrosive greatsword***

BF-HB3-16: Northwestern Secret Room

This small chamber is dotted with rock piles about its perimeter. To the northeast is a clump of toadstools again the wall.

If the PCs are entering this room from the west, and have not yet discovered the secret tunnel to the northeast, they may do so with a concentrated search and some fortune or skill:

Basement 3 NW Secret Room Northeastern Tunnel

- **Perception** DC 21
- **Perception** DC 23
- **Perception** DC 25
- **Perception** DC 27

There is nothing else of interest in this area.

BF-HB3-17: Northwestern Crevice

A small natural lake sits here against the western wall. It's very shallow, a few inches to a foot or so at its deepest. The water is mostly transparent; you see nothing of interest within.

Alcoves to the north and east harbor toadstool clumps. To the northeast, the tunnel collapses to a point amidst rockpiles that reach waist-high.

Lakewater here is drinkable, though gritty.

Behind the rocky outcroppings is a **Slime Mold**. It will ignore the party until they attempt to search the **crevice**, at which point it will attack them.

Slime Mold

(see page 746)

- **CR** 2; **XP** 600
- **CR** 6; **XP** 2,400
- **CR** 11; **XP** 12,800
- **CR** 16; **XP** 76,800

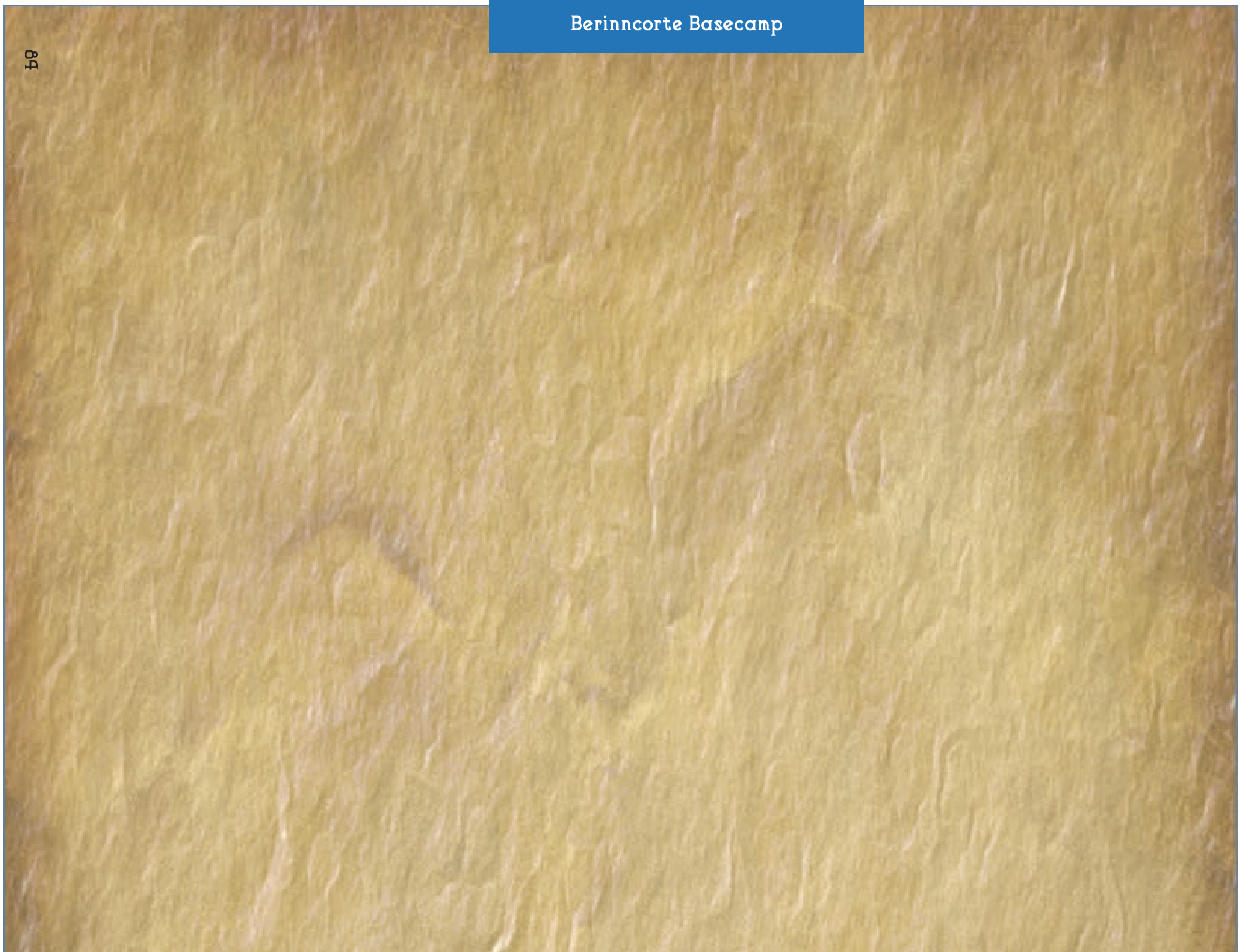
Once the **Slime Mold** has been defeated, its collection of trinkets, located deep within the crevice, may be plundered:

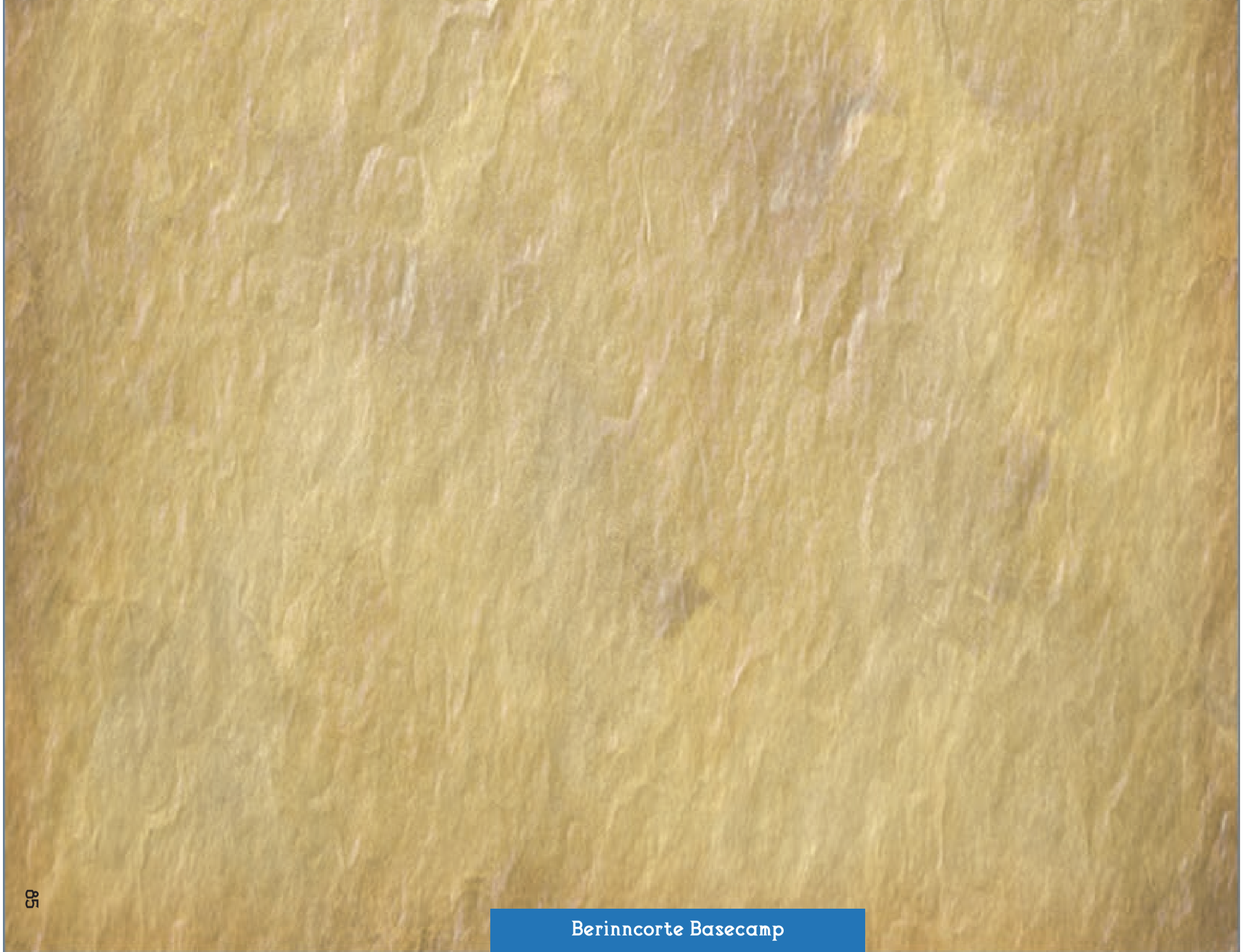
Basement 3 Northwestern Crevice

- **torches (4x); studded leather armor; heavy wooden shield (Small)**
- **4 pp; tourmaline diadem** (value **117 gp**)
- **39 pp; tourmaline diadem** (value **302 gp**)
- **57 pp; tourmaline diadem** (value **518 gp**)
- **139 pp; tourmaline diadem** (value **787 gp**)

It is also in this corner where the bodies of the hapless **Brushgather** parents came to their final rest. Only read the *italicized* portion if the PCs have started the Quest "**What of the Brushgathers?**" (p 57).

Two halfling bodies are here, feasted upon to varying degrees by the horrible denizens of the caverns. They appear to be middle-aged, and from their wounds and condition, slain only in the past few weeks.
This appears to be Isadora and Thlane Brushgather.





Berinncorte Basecamp

Part 1:
Before & During Dark Obelisk 1

Introduction

Overview

In this first adventure of the **Adventure Path**, the village of **Berinncorte** starts off as a "sandbox"—an area with lots of content to explore, but with very little direct motivation.

The intent is to introduce the players to **Berinncorte** gradually, at their own pace, and in particular for them to meet and greet the denizens of the town. The more NPCs they connect with before the Obelisk erupts, the greater the horror when it does and kills many of the townsfolk they have spent this initial time getting to know.

Providing Guidance

This lack of a linear guide to play and plot may pose a challenge, particularly to inexperienced GMs, or to groups who have never played together before. Experienced or wise GMs can play off of the composition of the party members to provide incentives—for example, Paladins and some Clerics will want to visit the local Lawful Good-aligned church, Fighters and martial characters will want to resupply and upgrade equipment, and so on. To this end, many locations and encounters have a sidebar describing ways in which characters of different races, classes, and alignments might be incented to engage with the content.

As the GM, it's up to you when to trigger the **Obelisk's eruption**—you may have a group of players eager to get to combat, or a group who does not do well with loosely-defined goals. Regardless of the situation, however, it is recommended that you wait until the party has acquired at least one side quest, and met at least a handful of the key townspeople listed.

Berinncorte City Profile

LN small town

Corruption -2; **Crime** -3; **Economy** -1; **Law** +1; **Lore** +1; **Society** +1

Qualities academic; good roads

Danger -5; **Disadvantages** none

Government autocracy (Mayor Dominika Symms)

Population 133 (88 humans; 8 half-orcs; 14 dwarves; 23 elves or half-elves)

Mayor Dominika Symms, LN female half-elf fighter 3/aristocrat 4; see page <>

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** none

General Rules

Berinncorte is a comfortable place to live and do business. While not rich, it certainly is prosperous—and the general feeling of the townsfolk reflect this. Very few are truly destitute, and although there is certainly no shortage of strife and struggle, true misery is virtually unknown to the populace here.

Mayor Symms is perhaps a bit heavy-handed in her approach to ruling the citizenry, but even those who feel personally slighted by her acts and rules will, if pressed, admit that they bear her personally little ill-will, recognizing that the laws probably come from a place of good intent.

Default Doors

Unless otherwise specified, all building doors are of the following profile:

Default Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20

Default Locked Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** 16

Key & Common NPCs

Throughout this adventure, if an NPC is mentioned, but it is not specified which stat block to use, treat them as a **Townsfolk**. This is a commoner's profile, generally unfit for challenging combat individually regardless of challenge level (see **Quadded Stat Blocks** in ***Dramatis Personae & Bestiary***)... but potentially volatile in droves.

"Placing" NPCs

This adventure is an urban one, taking place nearly entirely within the confines of a city. As with a real city, any given citizen moves about during the day and night, tending to business, entertaining themselves, getting food and drink, sleeping, carousing, and so on.

Veteran GMs are encouraged to read through the accompanying **Dramatis Personae & Bestiary** companion book, and to have the list of key NPCs mentioned in the **Dramatis Personae Index** in mind as the PCs work their way throughout the city. With rare exceptions where it simply doesn't make sense, you are encouraged to insert key NPCs as makes the most sense—both from the perspective of introducing plot elements and side quests, but also to keep things moving and interesting as opposed to just "we go to location X and have the rogue loot the drawers while the fighter guards them".

Novice GMs, or those seeking a bit more direction (or formality of randomness!) have two options in determining which NPCs to "insert" where and when:

Option 1: By Character

Each key **NPC** has a section describing their **Habits and Logistics**. Some characters will always predictably be in a certain location; others have a varying habit that splits their time among more than one place.

This method is best if you're looking to "place" a specific character(s), as it allows you to determine their position. Whether the PCs run into the person from that point is up to them, and others. It's also the method better suited to elaborate planning ahead of time, if that is your style as a GM.

Using this approach also helps if the party is searching for a particular NPC; they might ask around as to whether anyone has seen them, and other townsfolk can helpfully point them in the right direction.

Option 2: By Location

Each **Area of Interest** in **Berinncorte** begins with a brief introduction, followed by a **Random Dramatis Personae** table. As the PCs move into a location, this table makes it simple to make one or more quick rolls, and populate the area with not just a handful of generic **Townsfolk**, but instead one or more characters of interest. Whether the key NPC approaches the party, or whether you as GM provide a description of the noteworthy individual in their midst, depends on both the NPC in question, and your style as a gaming group.

This method is best if your GM style is more in the vein of reacting to what the PCs do, rather than planning in advance. It also requires significantly less (zero, really!) preparation time ahead of the gaming session.

Below is a generic, all-purpose **Random Dramatis Personae** table... this serves as both an example of the concept, but also as the "default" table that encompasses all possible key NPCs. You can use this default table in place of any given location's more contextually-specific version.

Table 5: Default Random Dramatis Personae

Suggested Population: 1d2 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Law & Order

Of course, the greatest element of true conflict in Berinncorte only arises tangibly when the **Obelisk Eruption** occurs... but in the meantime, there are still plenty of interesting players in the game of everyday life.

Town Militia

Berinncorte's militia is composed mostly of volunteer citizens, with a few mercenaries mixed in as need (and funds!) dictate. For combat purposes, unless the party is engaged with a named NPC, treat all members of the militia as **Berinncorte Militia**.

Berinncorte Militia

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

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

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Generally speaking, unless given an explicit reason to engage one of the party members, the militia will leave the PCs (as well as all other townsfolk) alone. **Berinncorte** is not an enormous city by any means, but it is not without its share of visitors; the party's presence is likely not a major event worth of investigation.

If the party is not engaging with NPCs, following side-quests, or if there is something about their makeup that demands attention, it's left the GM's discretion as to whether a militia member approaches them and questions them. For example, if the party is composed exclusively of eight-foot-tall, chaotic evil, half-orcs and half-demons, the militia would probably have a few questions as to what their intent in the town is!

Getting Arrested

For a variety of reasons, the party (or some subset thereof) may at some point become arrested. Generally speaking, law and order in **Berinncorte** are what you would expect of a civilized society—theft and murder, for example, are typically illegal, though self-defense is a viable explanation for the latter. Of particular note, dueling is legal if both parties involved agree to the showdown with at least one impartial witness. This is underscored later, in any quests where it is a plot option.

Table 6: Jail Fines

Offense Type	Fine
Simple Offense	10 gp per PC
Assault	25 gp per PC
Theft	30 gp per PC
Murder	100 gp per PC; martial law likely until someone is arrested

Should one or more PCs get arrested, the party has a few options to recover.

They can try and fight their way out. This requires facing **2d4+1 Berinncorte Militia** simultaneously; three rounds later, another **2d4 Militia** arrive to help their comrades. This approach should generally be discouraged; the GM can scale the encounters and the difficulty accordingly.

At night, the party may try and sneak out. This is a three-step progression of skill checks, and is therefore best attempted by a single party member. First, removing manacles requires a DC 22 **Disable Device** check. Next, another DC 22 **Disable Device** check to pick the lock on the cell. Finally, a DC 20 **Stealth** check to sneak past the guards. Failing any of these three checks will result in the PC being re-incarcerated by the guards, and the difficulty of all three checks increasing by **+1** next time.

The party may try to bribe their way out of jail. This costs 50 gp per person; a DC 18 **Diplomacy** check halves this amount.

Should the above fail, or if the incarcerated PCs are neither sneaky nor burly, the only remaining option is to talk their way out and pay a fine. The exact fine amount should scale to the offense involved, and is left to the GM to determine; some examples are shown in "Table 4: Jail Fines", p 89.

Murdering a Militia

If, under any circumstances, any PC slays a Berinncorte Militia, the result can be quite significant. It's left to the GM's discretion as to what occurs.

The most rapid escalation is that the party (and the murder scene) is discovered immediately, by a large enough group of militia that the PCs will prefer not to start a fight. Under this scenario, the party is arrested (see above) on the spot.

Another, less immediate, option is to assume the **Militia** body is discovered, say **1d4** hours afterwards. With no witnesses and no leads, **Mayor Symms** is forced to enact **Martial Law** (see below).

Regardless of the approach used, this can have an impact on the **Prime Catalyst** of the **Obelisk Eruption** .

Martial Law

During martial law, all reserves of **Berinncorte Militia** are called upon to patrol the town. In addition, all **Jail Fines** (see Table 4 on page 89) are doubled. Anyone already in jail is not retroactively affected by this additional fine,

unless it is suspected that they were somehow involved or related to the event that brought about martial law.

Mayor Symms will herself also patrol the town, with her greatsword made clearly visible on her back (or, depending on the circumstances, even in her hand). A stickler for order and as someone who feels heavy the weight of her responsibilities, she nevertheless recognizes the difficulties the imposition of severe law may inflict upon innocent townsfolk. As a result, her driven, relentless attitude is really focused around ending or solving whatever caused the need for martial law in the first place. The very moment such a situation is resolved to her satisfaction—be it the arrest of a suspected murderer, the flight of a suspected felon, or some the answering of a mystery—she will be quick to revoke the state of heightened attention.

Rumors & Tales

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use these **FlexTables**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead. The party may use **Knowledge (Local)** or **Diplomacy**; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-3** circumstance penalty (as knowledge of general history will apply in only a limited basis to the immediate vicinity of **Berinncorte**).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate Context and read the result. In such a circumstance, a Skill Check is not required.

There are several different **FlexTables** to use here. One is the default, which is a good starting point for general lore and rumor. It will guide you to the more detailed **FlexTables** that are more topic-based.

Each of the subsequent topic-based **FlexTables** may be used directly, if the PCs are inquiring as to a specific topic. If the party is gathering information pertaining explicitly to NPCs, Factions, or Settings, roll directly on the relevant **FlexTable**. Skill checks focused on a particular subject take a **-2** penalty.

As the party will not yet have heard anything about the **Obelisk**, it will be difficult to justify going explicitly to that **FlexTable**.

Default Rumors and Lore

Use"FlexTable 5: Default Rumors, Tales, and Lore" as a starting point for general rumors and lore discussed within the city of **Berinncorte**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Faction Rumors and Lore

"FlexTable 6: Faction-Based Rumors" contains rumors and tales specific to the **Factions** in and around the city.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 5: Default Rumors, Tales, and Lore

D%A	D%B	D%C	D%D	DC	Rumor Type	Reference
-	-	-	01-40	-	No Rumor	No information is obtained.
01-20	01-40	01-30	41-60	14	Faction Rumor	See "Faction Rumors and Lore", p 41
21-65	41-70	31-55	61-80	15	NPC Rumor	See "NPC Rumors and Lore", p 43
66-90	71-90	56-90	81-93	16	Setting Rumor	See "Setting Rumors and Lore", p 48
91-94	91-94	91-94	94	22	Obelisk Rumor	See "Obelisk Rumors and Lore", p 50
95-00	95-00	95-00	95-00	18	Realm Lore	See "Realm Rumors and Lore", p 51

FlexTable 6: Faction-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-09	01-15	01-12	31-37	12	A private society called the **Scarlet Dillweed** secretly controls many aspects of government and religion.	**Partially True.** The faction is the **Scarlet Path** (p 29), and its influence is not quite that significant.
10-19	16-30	13-25	38-45	16	Armorers and blacksmiths all belong to a secret guild, which fixes prices and keeps supplies of adamantium and similarly elite material controlled.	**Partially True.** The **Order Mechanique** (p 30) does indeed have many blacksmiths, but they engage in none of the collusion referred to.
20-28	31-40	26-35	46-52	19	A trade guild called **Meatsmiths** has been hiring necromancers and other wizards to concoct a meat substitute that would be cheaper to produce than animal-based meat.	**Partially True.** The **Meatsmiths** (p 31) do dabble in necromancy, but its intent is far more sinister than a vegetarian alternative.
29-38	41-42	36-42	53-60	17	Tavern owner **Jozan** is a member of the **Water Guards**, a faction dedicated to controlling alcoholic beverages in the Realm, and preventing their theft and abuse.	**False.** Though there is a faction called **Liquid Guardians** (p 31), its purpose is more alchemical, not alcoholic. **Jozan** is also not a member.
39-47	43-52	43-50	61-67	15	In the secret folds of society lie the seeds of an uprising against all who wield magic.	**True**, though the doomsday described will likely never occur due to the lack of influence (and membership!) of the **Antimagic Shell** (p 32).
48-56	53-60	51-60	68-72	17	Those who worship coin above all other matters would do well to seek out **The Platinum Standard**, a financial guild which seeks to enrich the already-wealthy members of society.	**Partially True.** Likely this refers to the **Platinum Flag** (p 33), but while their membership does require existing fiscal success to some degree, their services and guidance are available to all who wish it... for a price.
57-66	61-72	61-72	73-79	14	Looking to book a bard? Prices aren't as low as they should be, mostly because a guild controls the contracts of all who sing, dance, or play.	**Partially True.** The **Katkalls** (p 34) would dearly love to claim this level of influence, but such power is beyond their current means.
67-76	73-82	73-82	80-84	12	Many for whom security is a concern turn to a group called **Mace and Blade** for protection. Traders, wealthy citizens, and even governments have availed themselves of their services.	**True.** The aims of the group (p 35) go even farther beyond these current abilities, however.
77-86	83-85	83-88	85-90	14	The city's two gardens flourish regardless of weather conditions... but this is due not to Fey-like involvement, but the protection of a guardianship faction called the **Emerald Garden**.	**False.** While the **Emerald Garden** (p 35) does exist, and would certainly be interested in protecting the two gardens in **Berinncorte**, there is no actual involvement or protection.

D%A	D%B	D%C	D%D	DC	Description	Veracity
87-93	86-94	89-96	91-95	10	Tons of hired blades have made their fortune on the roads of the Realm in a group called the **Wild Kingdom**. Sometimes, these mercenaries are even hired to supplement armies!	**True.** This is almost exactly the role of the **Wild Kingdom** (p 36).
94-00	95-00	97-00	96-00	8	They say that everyone—everyone—worth their salt in the city is aligned with at least one of the many Factions that wield influence in the region.	**Partially True.** Nearly all named NPCs belong to at least one Faction, but this is hardly a rule, and some belong to no faction whatsoever.

NPC Rumors and Lore

Named characters are the topic of these pieces of rumor, collected in "FlexTable 7: NPC-Based Rumors".

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 7: NPC-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-20	01-05	01-10	01-45	-	No Rumor	No information is obtained.
21-22	06-07	11-12	46	16	The city's **Fishmaster** was once offered the job of Mayor, but turned it down, preferring a simple life.	**True. Brock Runnaheim** will admit to this if asked.
23-24	08-09	13-14	47	19	**Berinncorte's Apothecary** has a dark past. Some say he dabbles in necromancy.	**Partially True. Aramil Xiloscient** is indeed a shady character, but although he tortures and kills innocents for "research", his endeavors don't truly qualify as necromancy.
25	10	15	48	11	**Aramil**, the apothecary, is forgetful, and will occasionally give the wrong potion to a customer.	**Partially True.** While he does give the wrong potions to some customers, when he does so, it is intentional—his way of a dark prank.
26	11	16	49	16	The town **Fortune Teller**, in **Town Square**, is secretly a Druid spy.	**Partially True.** Reporting back to her druidic relations is indeed part of **Arbelladon Moonside's** duties, but "spy" seems a strong term for what is really just a bunch of letters containing observations.
27-28	12-14	17-18	50	16	The **Militia's** trainer is far younger than he appears. He disguises his youth with an elderly visage to appear wiser than he truly is.	**False**. Though he has heard this rumor many times, **Ash "Executioner"** does nothing to dissuade folk from rumor-mongering, as it draws them away from the truth of his hidden addiction.
29	15	19	51	17	One of the workers at the Library is a famous author, who is only working in the town to do research on his next book. Many of the city's wealthy know of his secret, and he demands they entertain him with lavish fetes.	**False. Biggen Gurble** is, and indulges in, none of these things.

D%A	D%B	D%C	D%D	DC	Description	Veracity
30	16-17	20-22	52	13	**High Priest Cannock** of the **Zugul Church** is secretly a wizard of great power, who gave up his abilities to live a life of contemplative peace in the city.	**False**. **Cannock** did, however, used to be a rogue, and gave up that way of life for that of the priesthood.
31	18	23	53	12	A druid merchant may be found in **Town Square** who can see the future.	**False**. This likely refers to **Caerthynna Tsornyl**, who in no way has this ability.
32-33	19-22	24-26	54	13	A local farmerwoman has inherited a vast fortune, but interloping miscreants have kept from her the delivery of the notice that would give her this news. Ignorant of her ability to claim newfound wealth, she wanders from job to job, nearly destitute and eager for any work she might find.	**False**. It's probable that townsfolk invented this story out of pity for poor **Cora Brushgather**, whose life does fit the latter portion of the rumor. Sadly, however, there is no wealth that might be inherited, nor does anyone wish to keep information from her.
34-35	23-25	27-29	55	10	**Berinncorte's** resident seamstress has talents far beyond this humble town. She stays here only out of love for her husband.	**Partially True**. **Daratis** is quite talented, and does love her husband, **Otibus** . However, neither one of them wishes to leave **Berinncorte**.
36	26	30	56	14	There's something fishy about the **Militia's treasurer**. He might not be human!	**True**. In fact, there is much that might be considered "fishy" about **Debran Ormrick**, but his kind-of secret race is far from the fishiest.
37-38	27-30	31-36	57	10	The **Sheergath Temple's** preacher secretly lusts after that institutions's Elder.	**True**. **Preacher Denzys** does indeed long for **Larissa**, but keeps it under wraps.
39-40	31-33	37-38	58	13	The village **Blacksmith** once led a far more interesting life, but gave up a female lover and an adventuring career so that she could safely focus on her current trade.	**Partially True. Blacksmith Dimblegruffe** did indeed used to be an adventurer, and gave it up. But she did not abandon a lover to do so; neither is she even gay.
41-42	34-36	39-41	59	12	**Mayor Dominika Symms** is having a secret affair with **High Priest Cannock**. This explains all the support that the **Zugul Church** receives from the town government!	**False**. **Symms** has no time for such a dalliance, and **Cannock** is devoted to his work. The **Zugul Church** enjoys its relationship with the city because it consistently does right by that relationship; nothing more.
43	37	42	60	14	**Donur Gravelsmasher**, now a merchant in **Town Square**, gave up a life of dwarven royalty to pursue mercantile interests. Though he has no knack for business, he subsists on an allowance given him by his royal family.	**Partially True**. **Donur** did indeed give up a solid position in his homeland to travel broadly, but it was political, not royal. His family and society of home does question this decision, but do not support him financially in any way.
44-45	38-40	43-44	61	8	A dwarven mercenary frequents the **Tavern**; his talents can be bought for the right amount of coin, and he will ask no questions as to the task required of him.	**True**. **Einkill Holderhek** is indeed a dwarven mercenary, and has recently been in the occasional employ of a burgeoning underworld interest.
46	41	45	62	16	A wealthy and powerful merchant princess will occasionally stop into town to make sure her interests are protected. She secretly owns a great deal of the city's buildings, and the **Mayor** is beholden to her perspective on a great many topics.	**Partially True**. **Elena Lomazonne** will indeed drop by, but she owns nothing in town save the quarters in the **Upper-Class Residential District** that she rents from **Tarsheva Hornwood**. **Mayor Symms** couldn't pick her out of a crowd, though.

D%A	D%B	D%C	D%D	DC	Description	Veracity
47-48	42-44	46-47	63	12	If you ask around in **Town Square**, you can locate a prostitute whose abilities are renknowned far and wide in certain circles. She takes male and female clients alike.	**Partially True**. While it's accurate that **Elizavetta Burak** performs the described services, and does so in **Town Square** (p 79), even she would laugh at the possibility of being famous for it. This rumor was most likely started by a client or two on whom **Elizavetta** had worked her illusory magic, who reacted a bit too strongly to her wiles.
49	45	48	64	17	Folk say they have seen the **Innkeeper** practicing dark magics, late at night, atop his establishment's roof.	**Partially True**. **Esk** is private about his abilities as a Summoner, but would hardly characterize his craft as "dark", and has in point of fact never himself been atop his own roof.
50	46	49	65	18	The butcher's apprentice is secretly an ancient gnome, hundreds of years old, who hides beneath an illusory cloak of youth.	**False**. **Farzith** is the age he appears to be. This tale likely has its genesis in folk thinking him to have wisdom beyond his years.
51-52	47-48	50-51	66	13	Butchery must pay—the town's **butcher** is rich indeed, keeping quarters in the elite residential district.	**Partially True**. While it's indisputable that **Ganyc** rents a suite at the **Upper-Class Residential District** (p 200), he's far from rich: he indulges in the luxury at the very edge of his means, and is at risk of not being able to afford it quite frequently depending on how business is doing!
53-54	49-51	52-53	67	10	The **Tribute Magister** assigned to **Berinncorte** is a sociopathic jerk who values money above people.	**True**. That's **Gorin Bakelight** in a nutshell, really.
55	52	54	68	18	There's something off, recently, about the **Fishmaster**. He looks haunted by something, but doesn't talk about it.	**True**, as far as the tale goes. See **Gumbrew's** Background for more information about accidentally killing an intruder a few months ago.
56	53	55	69	15	The city's chief **Librarian** owns every single book in the building... but doesn't brag about it.	**Partially True**. While **Gunnloda Balderk** did gift a substantial private collection to the Library, it only represents a bit more than half the total tomes.
57-60	54-58	56-58	70	8	**Berinncorte's Cryptkeeper** is an evil gnome who lives in squalor, murders people, and eats their eyes!	**False**. Well, perhaps **Partially True**, in that **Gurth** does in fact live in squalor... but the rest is just pure nonsense. That's what people are prone to say about you, if you're a filthy drunk who lives in a graveyard, though.
61	59	57	71	17	The Gods sense a battle forthcoming, and have sent a warrior emissary to aid the city in the fight to come. He takes the form of an immense furred creature of the forest.	**False**. The closest thing to it is **Gyldor's** presence in town, which is exclusively to keep watch over developments that may lead to an event such as the **Eruption**. The ranger's wolverine companion is far from immense.
62	60	58-60	72	14	The jester/greeter who hangs out in **City Gate Square** used to be a king. He went quite mad, though, and was exiled from his own country. Thankfully, he's so insane and quirky that he doesn't remember any of it.	**False**. Although **Hueykins** is certainly not of Berinncorte originally, his secret is that he **reports** back as a spy to the **Scarlet Path** (p 29). He has never been royalty, that's for sure.
63-65	61-62	61	73	10	In **Town Square**, there's a half-orc paladin woman who raises beasts outside the city gates.	**True**. This is **Ines Borque**. Though she realizes the uniqueness of her combination of traits, she herself would be surprised and bemused that such information would even qualify as lore.

D%A	D%B	D%C	D%D	DC	Description	Veracity
66-67	63-64	62-64	74	12	The **Tavern's barkeep** is a charismatic half-orc who is secretly engaged to a dozen wealthy princesses and widowers across the realm.	**False**. This rumor likely started after folk saw **Jozan** flirt with, and ultimately take to bed, a number of wealthy ladies; however, such trysts are physical and temporary, and have never yet resulted in any sort of commitment.
68-69	65-66	65	75	16	A reclusive loner floats about town, frequently stopping in for refreshment in the **Tavern**. They say he hawks exotic and bizarre wares if asked in the right manner.	**True**. This is **Kayzarka**.
70-71	67-68	66-67	76	15	There is a humble-seeming man in **Town Square** who sells religious items representing both **Zugul** and **Sheergath**. This vendor is in reality but a shell of a man, a construct of flesh, created by the gods so that they might inhabit a mortal from time to time. On a given day, there's a good chance either **Zugul** or **Sheergath** is, themselves, incarnate in this vendor.	**False**. **Kerem Dogan** does indeed sell religious wares of both major religions in town, but he has never been possessed by a god, and would laugh at the notion. This rumor likely started when folk noticed the man's salesmanship being equally effective to customers of either of the two faiths.
72-73	69-70	68-70	77	13	The **Sheergath Temple's Elder** is a woman of exorbinant tastes, and unsatiable desires.	**True**. **Larissa the Elder** would readily admit to this description, and strives to live up to it—both as a satisfying indulgence, as well as a means of "walking the talk" of Chaos itself.
74	71	71	78	15	The comely musician and dancer who performs—sometimes on the **Stage** in **Town Square**, others at the **Tavern**—is in truth an underworld crime lord. She has ordered the deaths of dozens who have stood against her interests.	**False**. The closest pearl of truth here is that **Lingona** does perform at both mentioned locales, and occasionally runs a thievery trick with her lover **Phadian Gess**; see event "Impromptu Performance", p 120.
75	72	72	79	18	Among the leaders of the **Berinncorte Militia** is a mute armsmaster. His secret? He's only feigning the inability to speak; in reality, he's a perfectly fine orator, but he pretends muteness as a means of gathering information without revealing anything.	**Partially True**. Mute though **Amadan** may indeed be, s/he does gather information through this silence.
76-77	73-77	73-75	80	12	If you catch her in the right light, a **Cleric** of the **Zugul Church** is truly beautiful—they say she may have been a courtesan, or an artisan's model, in her former life. Perhaps she moonlights still in such professions!	**False**. While it's true that **Cleric Maghana** is beautiful, she has never engaged in any sort of the professions described.

D%A	D%B	D%C	D%D	DC	Description	Veracity
78	78	76	81	17	The innkeeper's **maid** is in fact an accomplished bard, a Realm-class talent. But her current work is effectively enslavement, scrubbing floors and changing soiled sheets instead of singing to royalty. This circumstance is owing to the fact that **Esk**, her boss and the Inn's owner, has in his possession compromising letters between her and a foreign noble; he blackmails both the maid and the noble to keep quiet.	**False**. Utterly, completely false, except for the fact that **Mardnab Scheppen** is indeed a fledgeling bard.
79	79	77	82	17	Watch interactions between the **General Store owner** and his **bodyguard/salesman**. There's more to that relationship than just mercenary security.	**True**. **Oneib** and **Welby Goodbarrel** have a long history together, and indeed were once lovers, long ago, very briefly.
80-81	80-81	78-80	83	15	Nobody knows why an accomplished monk serves as the **Mayor's chief clerk** and receptionist. There are whispers that he may have accidentally killed someone, and his current work is a form of self-imposed exile from his former life, penance for a misdeed long past.	**False**. Although **Ota Kuiduru** is indeed a talented monk, he feels that his best contribution to order is in using his administrative talents.
82-83	82-83	81-82	84	11	The **Textiles Shop** is owned by an older couple. The **wife** is the brains and talent of the operation; the **husband** is in truth merely in the business of animal husbandry for the hides used.	**True**. **Otibus** has but a limited role in the running of the **Textiles Shop** (p 185).
84	84	83-84	85	14	The two half-orc serving **wenches** in the **Tavern** are in fact secret lovers.	False. **Ownka** and **Thrunne** are friends and co-workers, nothing more, and indeed, neither is gay.
85	85	85	85	16	A gorgeous **rogue** who spends time in the city's **Tavern** once used to be a merchant prince. Betrayed by his lover, he lost his entire fortune, and now enacts a kind of petty revenge against an entire sex by seducing and stealing from wealthy ladies.	**False**. Though **Phadian Gess** is a rogue, and a thief, no other part of this rumor is accurate. Besides, he is monogamous with **Lingona**... at least, for the time being.
86	86	86	86	13	The half-orc **slumlord** of the city's cheaper apartment building may seem like a brute and a swindler, but she secretly has a heart of gold. In fact, she charges zero rent for several of her more disadvantaged tenants.	**False**. It turns out that **Pilga** is exactly what she seems to be!
87	87	87	87	10	An ancient **wizard** hangs out in the **Tavern**, lending his destructive talents out as a mercenary.	**True**. **Rhirem** is available to hire if you can find him in the **Leaky Cask Tavern** (p 113), though he might balk at being referred to as "ancient".
88	88	88	88	12	A dwarven **combat trainer** in **Town Square** comes from humble beginnings, but has fighting talents reknowned across the Realm.	**Partially True**. A farming life comprised **Rona Stonehammer's** childhood, and although she's skilled at battle, there are few who have ever met her outside of the immediate **Berinncorte** region.

D%A	D%B	D%C	D%D	DC	Description	Veracity
89	89	89	89	16	A mysterious halfling **merchant** in **Town Square** has taken a demon as a lover. The two meet at the stroke of midnight in the **Graveyard** to the north.	**False**. **Shakira Alam** has taken **Elizavetta Burak** as a lover, who is far from a demon.
90	90	90	90	10	The gruntish, ruthless **second-in-command** of the town **Militia** is gunning for the **Captain's** job.	**True**. There's no real secret that **Skutt Krundar** would love to overthrow **Tansden** as **Militia Captain**.
91	91	91	91	14	A mysterious **courier** can sometimes be seen, entering or leaving the **Mayor's House**, late at night. What is she delivering? Or what is the **Mayor** sending?	**True**. **Sorille** a member of the **Squirrelheel Couriers** (p 37), does occasionally have business with, or for, the **Mayor**. There is nothing sinister about these communications, however.
92	92	92	92	16	The fisher's **apprentice** might know how to get in touch with merchants on the black market.	**True**, though **Stewy's** underworld ambitions far outstrip the simple connections mentioned.
93	93	93	93	15	It's said that the **Militia Captain's** family died from starvation in a farmland famine some decades past.	**True**. The event saddens **Tansden** to this day.
94	94	94	94	13	One of the half-orc serving **wenches** at the **Tavern** is an assassin for hire, with a dozen contracts under her belt.	**False**. **Thrunne** is a simple serving wench, little more. The rumor likely started after drunken bargoers noticed she wields a vicious-looking spiked gauntlet, but in truth, it's more for show than to inflict damage.
95	95	95	95	16	The upper-class apartments are owned and run by a half-elven **ex-adventurer** who bought and renovated the entire building herself.	**True**. **Tarsheva Hornwood** is quite accomplished, both as an adventurer and an entrepreneur.
96	96	96	96	18	Hidden in secret passageways in the town **Library**—some say, between the very walls themselves—sits a bizarre **mystic**, a sage, who can tell the future for real... but only under the right circumstances.	**Partially True**. While **Tudra Coppereye** is a sage, and her quarters and office are hidden behind secret doors in the **Library**, she has as much ability to tell the future as any other Oracle.
97	97	97	97	17	The least powerful of the **Sheergath Temple's** officers has a bloody history of adventuring. He was betrayed by his party one day, and though he survived, his spirit was broken, resulting in his devotion to the **Temple**.	**True**. For more details on **Unglar's** history, refer to this Background.
98	98	98	98	15	The weakling food **merchant** in **Town Square** crafts his rations from dead rats.	**False**. This is likely a vicious lie started by one of **Vanya Berezin's** competitors, though the only real one to speak of is the **Leaky Cask Tavern** (p 113), and **Jozan** would never do such a thing.
99	99	99	99	14	In shady corners of the town's **Tavern**, a world-class **jeweler** occasionally sets up shop for small projects.	**True**. This is **Waywocket Ningel**, who can inded be found in the **Leaky Cask Tavern** (p 113) sometimes.
00	00	00	00	12	The **operator** of the **General Store** has far-reaching mercantile interests, and is rich far beyond his apparent wealth here in the city.	**Partially True**. While **Welby Goodbarrel** is indeed a successful businessman, and owns parts of caravans and companies outside of **Berinncorte**, he's pretty much as wealthy as he seems.

Setting Rumors and Lore

"FlexTable 8: Setting-Based Rumors" contains rumors and tales specific to the history and setting of the region of the Realm in which **Berinncorte** is located.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 8: Setting-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-20	-	-	01-40	-	No Rumor	No information is obtained.
21-27	01-15	01-09	41-45	18	The Militia keeps guards outside the Upper-Class Residential District as personal security service to the city's elite.	**True**, though the **Mayor** would never admit it.
28-35	16-21	10-18	46-50	8	There's only one entrance or exit into or out of the city: the City Gates.	**True**. You need only look at a map to see that this is the case.
36-42	22-27	19-27	51-56	16	**Berinncorte** was designed by an insane military strategist, who thought the commission was for a fortress that was easily defensible. Though the design for a regular village was flawed for the intended purpose, those erecting the city had to begin quickly, and there was not time to devise an alternative approach.	**False**. Though that would certainly explain why there is only one legitimate entry/exit to the city.
43-50	28-35	28-35	57-60	14	The city was built atop an ancient burial ground, and some say it remains cursed by the restless dead to this day.	**Partially True.** There are indeed bodies buried in deeper layers of sediment and rock underneath the town, and the Cistern (p 193) in particular is imbued with a bit of an undead nature... but the enormous graveyard described is not the case.
51-57	36-41	36-44	61-65	18	Once, long ago, **Berinncorte** was ruled by a king, and was used as the very seat of power for a dominion measuring dozens of other villages.	**True**. Though this was indeed long ago.
58-64	42-47	45-53	66-70	17	Hundreds of years ago, **Berinncorte** was a place of learning, and of high magic. Sorcerers would come from all over the Realm to practice and enhance their art.	**True**. Some who today wonder at the caliber of the town's Library (page 204) have this tradition to thank.
65-70	48-53	54-60	71-75	15	Dark, evil Fey powers rest, patient and vile, underneath the beauty of the **City Gardens**.	**True**. In fact, some of these powers manifest in the wake of the **Obelisk Eruption**, when **Dark Fey** emerge from a fissure in the **City Gardens** (p 363).
71-76	54-60	61-65	76-80	10	Although neither religion will admit it, the idealistic clash between the **Sheergath Temple** and the **Zugul Church** has benefitted both, in that the strife has driven the faithful to both establishments in record numbers.	**True**, though to be fair, neither **Larissa the Elder** nor **High Priest Cannock** has taken count, nor are they consciously aware of this passive and unintended benefit.
77-82	61-66	66-72	81-85	16	At one point in its development, **Berinncorte** used a paranoid architect to rebuild several of its buildings. To this day, there are secret doors and rooms in some establishments!	**True**. Several of the secret areas in buildings were indeed designed by a paranoid architect, dozens of years ago.

D%A	D%B	D%C	D%D	DC	Description	Veracity
83-90	67-72	73-80	86-90	11	Though the **Zugul Church** claims it is a Lawful establishment, some within it have sworn to destroy the **Sheergath Temple** and its followers, no matter what the cost!	**False**. Though there are some parishoners with a high degree of fervor, none have claimed a desire to destroy anything at all.
91-95	73-90	81-90	91-95	12	Followers of **Sheergath** welcome open, bloody conflict, even riots, between those of their number and devotees of **Zugul.**	**Partially True**. Some particularly Chaotic of the **Zugul** flock have indeed pronounced this preference, but they number few, and are generally denounced as crackpots or zealots by the majority.
96-00	91-00	91-00	96-00	18	Some say that in a city of this size, it's normal to have some sort of repository for water, in case of emergencies—either to provide clean drinking water to the people, or to aid in putting out fires. Nobody in town is aware of such a structure existing in **Berinncorte**.	**True**, though misleading: there is inded a **Cistern** (p 193) in the south of town, but its undead aura causes people to be forgetful of it, and it's ignored entirely.

Obelisk Rumors and Lore

Truly, truly rare, there are some very faint snippets of information about the **Obelisk** and the forces it represents that remain in the minds and hearts of those who have studied strenuously. These are collected in "FlexTable 9: Obelisk-Based Rumors".

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC, is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 9: Obelisk-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-53	11-27	21-35	81-84	18	In ancient times, rituals and desperate magicks were used to keep at bay vile forces from underneath the very earth.	**True**.
54-66	28-40	36-50	85-88	20	On the other side of the world we know live countless hordes of the fallen, the vile, the dread, and the horrid... all of whom resent we "bright folk" who live in the light of the Sun, and seek to destroy us for their pitiful plight in life.	**True**.
67-79	41-60	51-65	89-92	16	The entire Realm is but one enormous dream, had in the mind of a sleeping giant who dwells on an island, floating amidst a sea of acid, in a far-flung world we have never heard of.	**False**. Whoever came up with this was likely under the influence of... something, when they had the idea.
80-90	61-80	66-85	93-96	19	Sprinkled in forgotten locations throughout the Realm are artifacts, powerful magics which each contain a fragment of a power that might be used to combat the greatest forces that might threaten the world.	**True**.
91-00	81-00	86-00	97-00	20	In olden times, a warrior, priestess, or king was selected from among a random assortment of applicants. The selected person would become a champion of the living, given special powers, and equipped with ancient relics, that they might fight off encroaching evil that threatened all.	**True**.

Realm Rumors and Lore

No city is an island, and **Berinncorte** is no exception. Some folk speak of events and locales far beyond the city walls. These may be found in "FlexTable 10: Realm-Based Rumors".

These tales are hints of the world-building that has gone into the **Realm** entire, and are mainly foreshadowing for future publications in the mythos of **Aquilae**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 10: Realm-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-48	11-23	21-32	81-84	18	Far to the north of the Realm, there lies a mysterious island, from which no one who has ventured has yet returned alive.	**True**.
49-56	24-32	33-43	85-90	20	A conclave of gods—the vengeful and tricksters—has created a playground of the damned, a miniature realm where the sinful and horrid may be punished, and have a chance to atone for, their dark deeds.	**True**.
57-64	33-45	44-56	91-92	18	Deep beneath the surface, far under the tallest mountains, there dwell the remnants of ancient creatures who ruled the Realm in times long past.	**True**.
65-72	46-53	57-66	93-94	18	The system of **Tribute** that we know, that which funds government, and empowers the gods to hear our prayers and take helpful action on our behalf, is broken and corrupt, serving only an elite few at the expense of the many.	**True**.
73-80	54-65	67-76	95-96	17	Despite the appearance of power in the hands of government, rulers, and gods, the truth is that a small handful of secret and ultra-powerful factions dictates their whims to the massive preponderance of the population.	**False**. Mostly. Kind of. Depending on how you look at it...
81-89	66-80	77-85	97-98	15	Druids to the north of the Realm have begun digging deep into the earth, in an attempt to mine the knowledge of nature long dead. There is division amongst the druid populace as to the wisdom of this approach to gaining power; they say that which is dead should be let to rest, be it sentient life or that of plants.	**True**. Also True is the divisiveness of the issue, as is the justification for wariness.
90-00	81-00	86-00	99-00	22	Far, far beneath the land we know and live upon, there exists a sentient force not unlike a vampire, which requires and feeds off of surface life to sustain itself. Of the many vagrants, unfortunates, and hermits who go missing every year, some portion are in fact stolen from the surface by this vampiric force.	**True**.

Random Encounters

Generally speaking, aside from such "intentional" rolls as described below, roll on "FlexTable 11: Berinncorte Random Encounters" every **30 minutes** the party spends on the streets of **Berinncorte**.

Application

It's recommended that the GM use common sense when applying **Random Encounters**. If the party is spending their time hunting down quests, stocking up provisions, speaking with townsfolk, and generally "staying busy", then perhaps random encounters should be kept to a minimum. Conversely, if the group is wandering aimlessly and seems to need a bit of "focusing", then it might be time to whip out your D% and see if you can't spice things up a bit.

- **Use Context A:**
  Use during **daylight** hours, if no other prerequisites described below applies
- **Use Context B:**
  Use during **evening** hours.
- **Use Context C:**
  If the party is in the midst of a **Quest** or pursuit from which you would prefer they not be distracted.
- **Use Context D:**
  If the party is **struggling** to become engaged in **Quests** or activities.

FlexTable 11: Berinncorte Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-40	01-20	01-60	01-05	-	No Encounter
41-47	21-27	61-63	06-12	BRE-1	Bandit! (p 102)
48-55	28-34	64-66	13-20	BRE-2	Something Shiny (p 102)
56-60	35-40	67-70	21-28	BRE-3	Hurried Cutpurse (p 102)
61-65	41-47	71-73	29-36	BRE-4	Bungled Mugging (p 103)
66-71	48-52	74-76	37-42	BRE-5	Startled Savior (p 104)
72-76	53-60	77-80	43-50	BRE-6	It Was Like This When We Got Here (p 104)
77-82	61-64	81-83	51-58	BRE-7	Take a Look (p 105)
83-86	65-70	84-86	59-65	BRE-8	Brother, Have Ye Heard? (p 105)
87-90	71-75	87-90	66-72	BRE-9	Egards, The Bats! (p 106)
91-93	76-80	91-93	73-80	BRE-10	Drunken Cryptkeeper (p 106)
94-96	81-85	94-95	81-87	BRE-11	Dog Pack Attack (p 106)
97-98	86-90	96-98	88-95	BRE-12	A Spider Beside Her (p 106)
99-00	91-00	99-00	96-00	BRE-13	Egads, More Bats! (p 106)

BRE-1: Bandit!

Quest: Bandit!

Summary: A party member is robbed.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A **Common Thief** sneaks up on one of the PCs (randomly determine which) and steals a small amount of gold (**2d10**). Make a DC 12 **Perception** check for the affected PC to notice; you may allow a DC 15 check for other party members if this initial check is failed.

If the party (or just the affected PC) gives chase, they confront the thief in one of the town's many alleys (the associated **Militia Guard Post** (p 106) is conveniently unoccupied for these purposes).

If a single PC confronts the thief, she will fight back; if confronted by the party entire, she will try to give the gold back and talk her way out of it. Any talking confrontation with the thief takes the form of a **Diplomacy** or **Intimidate** check, opposed by the thief's **Diplomacy** check. Success means the thief allows herself to be taken in; failure means the thief attacks the party.

The GM is encouraged to reward the party with **1 Reward Star** (and the pilfered gold) whether they fight or talk, so long as it is in keeping with their alignments and characters.

Common Thief

CR ½; **XP** 200; CN Female Halfling Rogue 1

hp 9; **AC** 18; **Fort** +2, **Ref** +7, **Will** +0; +2 vs. fear

Init +4; **Speed** 20 ft.; **Senses Perception** +1

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

BAB +0; **CMB** -2; **CMD** 12

Melee rapier (small) +0 (1d4-1/18-20) or

Ranged dart (small) +5 (1d3-1)

Feats Stealthy

Skills Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +9, Intimidate +5, Knowledge (Local) +6, Sleight of Hand +8, Stealth +13, Survival +0, Use Magic Device +5

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Possessions rapier (small); dart (small); studded leather armor (small)

If the entire party fails their **Perception** checks to kick this quest off, it is canceled. At some later point—perhaps when they are attempting to buy provisions—the affected PC realizes they are short some coin inexplicably.

Finally, if the PCs catch the thief, there is a **Catalyst Impact**, as follows:

Bandit! (Apprehend): Law +1

If the PCs apprehend the miscreant and turn him in, there is a **Catalyst Impact**: **Law +1.**

Bandit! (Fight): Chaos +1

If the party fights the thief—whether this is their first choice, or if they fail a **skill check** and are forced to defend themselves—there is a **Catalyst Impact**: **Chaos +1.**

This Quest ends if the party doesn't notice the theft in the first place, if they find and deal with the thief, or if they ignore the theft and continue on their way.

BRE-2: Something Shiny

Quest: Something Shiny

Summary: The party notices an odd treasure.

Rewards: Up to 1 pp.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A glint catches the eye of a party member—at the GM's discretion, this can be automatic, or you can provide each party member a DC 13 **Perception** check to notice.

Upon investigation, there is a **single platinum piece** lying half-hidden in a scattering of refuse on the flagstones. It is unmarked, and other than its placement is not noteworthy in any fashion.

This treasure is exactly as innocuous as it seems, and is attached to no further intrigue. The PCs are encouraged to speculate wildly as to the piece's origins; this can also be used to throw them off the trail of a larger plot or side quest.

BRE-3: Hurried Cutpurse

Quest: Hurried Cutpurse

Summary: A thief rushes past the party; should they pursue, the PCs may recover the stolen goods.

Rewards: Up to **3d12 gp**; possibly a **silver masterwork dagger**; up to **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

"Out of me way!" Someone shouts as they push past the party, apparently sprinting for their life. A hurried DC 14 **Sense Motive** check by any party member essentially reveals

this to be a thief on the run, fresh from a job.

If the party gives chase, they will corner the common thief (summary profile above) in an alley (just pick the one closest to the party's most recent location). Cornered, the thief will fight to the death, though at the GM's discretion, a DC 16 **Diplomacy** check or a DC 14 **Intimidate** check will cause the thief to give up the loot and go in peace. The party should receive **XP** for vanquishing the thief via any of these approaches.

Hurried Cutpurse (Talk): Law +1

If the PCs apprehend the miscreant and talk with her successfully, there is a **Catalyst Impact**: **Law +1**.

Hurried Cutpurse (Fight): Chaos +1

If the party fights the thief—whether this is their first choice, or if they fail a **skill check** and are forced to defend themselves—there is a **Catalyst Impact**: **Chaos +1**.

Whether by combat or conversation, a defeated thief will give up the following treasure:

Defeated Common Thief

3d12 gp; silver masterwork dagger

Larissa the Elder then approaches the party, either immediately following the looting of the thief's body, or after the thief turns over the loot and escapes. **Larissa** thanks the party for hunting the evildover down, and asks if they found her stolen dagger and money. The party then has the option of handing over some combination of the looted dagger and gold, or keeping it.

If the party returns the looted gold, they receive **1 Reward Star**. If they return the dagger, they also receive **1 Reward Star**. These rewards stack. The returned-treasure rewards are assuming that the action(s) is in keeping with the party's character; the GM is left to their discretion as to whether such action qualifies for a reward.

Hurried Cutpurse (Return Dagger): Law +1

Bizarrely, if the PCs help the leader of the Chaotic temple, there is a lawful **Catalyst Impact**: **Law +1**.

Whether or not they return the dagger and/or the gold, **Larissa** thanks the party for their assistance hunting down the thief. She invites them to visit the **Sheergath Temple** (p 157), which can serve to introduce the party to that location if they have not already been there.

BR€-4: Bungled Mugging

Quest: Bungled Mugging

Summary: A mugging goes wrong, and the assailant lies dead before a terrified victim.

Rewards: Up to **1 Reward Star**, plus goodwill with the **Militia**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The party turns a corner, and finds a disturbing scene: blood from a prone figure splattered across the flagstones, and a shaking, terrified halfling standing over it. Nearby, a bloodied dagger lies discarded.

If the PCs approach and inquire, they learn that the dead man was a **Common Thief** who attacked the now-stricken halfling. In self-defense, the halfling drew his dagger, and either through luck or cunning, slew his assailant. Terrified at his half-thought deed, the halfling is now in shock, and doesn't know what to do.

The party has a few options here:

The PCs can attempt to calm the halfling down. Any cure or other healing-related spells will do the trick, or alternately a **Diplomacy** check at DC 15 will work as well. Doing so relieves the party of further responsibility, and grants them a reward of **1 Reward Star**.

Bungled Mugging (Diplomacy): Law +1

If the PCs succeed in calming the halfling, there is a **Catalyst Impact**: **Law +1**.

They can simply walk away, in which case, the halfling is so aghast at the party's disinterest that he recovers and runs away himself.

Bungled Mugging (Ignore): Chaos +1

If the party walks away from the situation, there is a **Catalyst Impact**: **Chaos +1**.

The party might attack the halfling, who will be so stunned as to offer no resistance. In this scenario, the party can loot both bodies—the halfling owns the dagger and some somewhat fine Small-sized clothing, plus some stale bread and **2d12 cp**. Unless this is in keeping with the party's demeanor, class, and alignment, however, the GM is encouraged to have **2d4** members of the **Berinncorte Militia** show up on the scene immediately following this attack to arrest them.

Berinncorte Militia

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

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

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Bungled Mugging (Attack): Chaos +1

If the party attacks the poor halfling, there is a **Catalyst Impact**: **Chaos +4**.

This stacks with other **Catalyst Impacts** for this Quest.

This Quest terminates if the party walks away from the halfling, if they slay the halfling and all Militia that show up, or if they successfully calm the halfling down.

BRE-5: Startled Savior

Quest: Startled Savior

Summary: A Berinncorte Militiawoman defends a mugging victim... only to slay the attacker accidentally.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: The party encounters a mugging in progress.

Description:

The PCs come across a conflict: a woman is being assaulted by a brigand. Before they can take any action, however, a third person arrives—a **Berinncorte Militiawoman** runs up to defend the attacked woman.

In the very first round of combat, before the party can take any action other than possibly fire ranged weapons, the Militiawoman stabs the attacker, and he slumps to the ground, dead. The victim profusely thanks her savior, but the militiawoman can't take her eyes off the newly-made corpse, as though she is realizing the enormity, justified though she was, of what she has done.

This is primarily a social challenge for the party.

Evil characters can attack either the victim or the militiawoman. If this occurs, the militiawoman snaps out of her confusion and defends herself; the victim, now terrified and shocked beyond belief, will attempt to flee.

They can simply walk away, in which case, the halfling is so aghast at the party's disinterest that he recovers and runs away himself.

Startled Savior (Attack): Chaos +3

If the PCs attack either person in this scenario, there is a **Catalyst Impact**: **Chaos +3**.

Most parties will speak with both the victim and the savior, and try to calm both down. Success at a DC 14 **Diplomacy** check will calm the savior down to the point where she can at least return to the Barracks; this should net the succeeding PC **1 Reward Star**. More valiant PCs (for example, Paladins) may wish to personally escort the stricken militiawoman back to the barracks; if such behavior is consistent with their alignment or demeanor, that PC should receive a further **1 Reward Star**, for a total of 2. The GM is encouraged to roll at least once on "FlexTable 11: Berinncorte Random Encounters" (p 414) during the escort, however, just to keep things interesting.

Startled Savior (Talk): Law +1 / +2

If the party is able to succeed at a skill check here, there is a **Catalyst Impact**: **Law +1**. If they then escort the militiawoman back to the Barracks, this increases to a total impact of **Law +2**.

This Quest ends if the PCs leave the area, whether they've attacked or spoken with either person involved.

BRE-6: It Was Like This When We Got Here

Quest: It Was Like This When We Got Here

Summary: A militiaman mistakenly accuses the party of attacking him.

Rewards: Up to **1 Reward Star**.

Locations: Any.

Key NPCs: None.

Kickoff: The party rounds a corner, and encounters a prone Militia member. Coming to, he accuses the PCs of attacking him.

Description:

A **Berinncorte Militiaman** lies on the ground, his helmet clearly dented. He comes to a few moments after the PCs approach him. Dazed, he looks around, focuses on the party, and scowls angrily. "You!" he accuses them, and tries to stand and run to raise the alarm. He's so confused and wounded, however, that the immediately collapses.

The party effectively has three options. In 4 rounds, **1d4** additional **Berinncorte Militia** arrive on the scene and confront the party.

They can try and run away. In this scenario, they receive no reward, but avoid further conflict.

It Was Like This... (Ignore): Chaos +1

Ignoring the situation causes a slight **Catalyst Impact**: **Chaos +1**.

The party can try and talk the militiaman down from his confused state. Suave PCs can point out that they have no weapons drawn, or that they have stolen nothing from the man, etc. Mechanically, this takes the form of a DC 16 **Diplomacy** check or a DC 18 **Intimidate** check; either will work but the party only gets to make one of these checks before other guardsmen arrive; if they are successful, then the wounded guardsman waves them off, explaining that it is

a mistake on his part. Success in any vein should grant the party a reward of **1 Reward Star**.

It Was Like This.. (Talk): Law +1

Successfully using a conversational skill check here generates a **Catalyst Impact**: **Law +1**.

Finally, the party can attack either the wounded guardsman and/or his comrades who arrive. Should this occur, the part can of course loot the bodies, but they should only receive XP bonuses if the behavior is consistent with their characters.

It Was Like This... (Fight): Chaos +3

Attacking anyone involved is unjustified for Lawful or Good characters, and regardless, there is a **Catalyst Impact**: **Chaos +4**.

This Quest ends if the party leaves the area, slays all the Militia involved, or succeeds in a skill check.

BRE-7: Take a Look

A tall, lithe half-elf stands leaning casually against a building. He nods confidently at you as you come into view, and nods his head as though inviting you to approach.

Should the PCs approach, they will find **Kayzark**, a half-elven ranger 2. He has a handful of unusual items for sale. If attacked, he will attempt to flee; if pursued, he will try to find a **Militia Guard Post** ("BC-8: Militia Guard Posts", p 106) and get some assistance from the **Berinncorte Militia**, **1d2+1** of whom will happen to be at the **Post** upon his arrival.

Table 7: Kayzark's Wares

Type	Item	Price
Misc	Key, Wax Blank	20 gp
Misc	Lock, Good	82 gp
Animal	Falconry Gauntlet	12 gp
Gear	Oil, Lamp	1 sp
Gear	Sunrod	4 gp
Gear	Soap	2 cp
Gear	Tent, Small	6 gp

Despite the shady demeanor and CN alignment, **Kayzark** is in fact a legitimate businessman, though nobody inquires too closely as to how he procures his unique assortment of wares.

Kayzark (vendor)

CR 1; **XP** 400; CN Male Half-Elf Ranger 2

hp 20; **AC** 14; **Fort** +2, **Ref** +5, **Will** -1; +2 vs. enchantment spells and effects

Init +2; **Speed** 20 ft.; **Senses** Perception +3; **Low-Light Vision**

Str 7, **Dex** 14, **Con** 9, **Int** 9, **Wis** 13, **Cha** 15

BAB +2; **CMB** +0; **CMD** 12

Ranged shortbow +4 (1d6-2/x3), within 30 ft. +5 (1d6-1)

Melee rapier +0 (1d6-2/18-20)

Melee dagger +0 (1d4-2/19-20)

Ranged dagger (thrown) +4 (1d4-1/19-20), within 30 ft. +5 (1d4-1)

Special Attacks Animal +2

Feats Fleet, Skill Focus (Appraise)

Skills Appraise +4, Bluff +4, Disguise +4, Intimidate +6, Knowledge (Local) +1, Knowledge (Nature) +3

Special Qualities Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Track +1, Wild Empathy +4

Possessions leather armor; arrows (20x); rapier; dagger; shortbow

BRE-8: Brother, Have You Heard?

A plainly-dressed, but generally pleasant-looking gentleman stands in the midst of an intersection, waving his hands plaintively yet politely at any passersby. Upon seeing the party, he gestures to the PCs invitingly.

If not completely ignored, this man will speak at great length, loudly, about the virtues of the **Zugul Church** ("BC-1: Zugul Church" on page 61), directing the PCs to visit the **Church** with every overly-emoted claim of praise.

The main function of this encounter is to make the party aware, both of the **Zugul Church's** presence in the town, and of its likely influence, for someone to be so devoted to it. Simply put, it gives the PCs a reason to visit.

Treat this as a **townsfolk**:

Townsfolk

CR 1/3; **XP** 135; TN Male or Female Human Commoner 1

hp 6; **AC** 11; **Fort** +0, **Ref** +1, **Will** +0

Init +1; **Speed** 35 ft.; **Senses Perception** +6

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

BAB +0; **CMB** +0; **CMD** 11

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

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

Feats Alertness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +6

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled

Possessions dagger; peasant's outfit

Except for his overly-zealous proselytizing, the man is both harmless and unremarkable. If attacked, he is found to carry

8 cp and a **beggar's bowl**.

If accompanied back to the **Church** by a well-meaning party or PC, he is thankful; if such action is consistent with the alignment or class of the PC involved, s/he should receive **1 Reward Star** as a bonus.

Brother, Have You Heard? (Escort): Law +1

Walking the man back to the Church creates a **Catalyst Impact: Law +1**.

BRE-9: Egads, The Bats!

1d4+1 Bats attack the party without warning. At the GM's discretion, a DC 14 **Perception** check will give the party a round to either prepare or avoid the bats. Other than the normal **XP** reward, the bats of course carry no treasure.

This encounter should apply only at night; otherwise you may either re-roll, or treat this result as "no encounter".

Bat

CR 1/8; **XP** 50; TN Male Bat

hp 1; **AC** 16; **Fort** -2, **Ref** +2, **Will** +2

Init +2; **Speed** 5 ft. **Fly** 40 ft. (Good); **Senses Perception** +6; **Blindsense** (20 ft.); **Low-Light Vision**

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

BAB +0; **CMB** +0; **CMD** 10

Melee bite +6 (1d2-5)

Feats Weapon Finesse

Skills Fly +16

Special Qualities Blindsense, Low-Light Vision

BRE-10: Drunken Cryptkeeper

The party comes across the slovenly and inebriated figure of **Cryptkeeper Gurth** stumbling around town. Whether fresh from a visit to the town **Tavern** (p 113), or en route from his **Shack** (68), it's hard to tell.

If the party follows **Gurth**, he leads them to the closest of these two destinations based on where they came across him.

Gurth takes no heed of the party, even if they confront him; he simply walks around them, seemingly gazing at something long in the distance and ignoring the PCs entirely.

BRE-11: Dog Pack Attack

2d4-1 Dogs (minimum 1) attack the party without warning. At the GM's discretion, a DC 14 **Perception** check will give the party a round to either prepare or avoid the dog pack.

Other than the normal **XP** reward, the dogs of course carry no treasure.

Dog

CR 1/3; XP 135; TN Male Dog Animal 1

hp 7; AC 13; Fort +4, Ref +3, Will +1

Init +1; Speed 40 ft.; Senses Perception +8; Low-Light Vision; Scent

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

BAB +0; CMB +0; CMD 13 (15 vs. trip)

Melee bite +2 (1d4+1)

Feats Skill Focus (Perception)

Skills Perception +8

Special Qualities Low-Light Vision, Scent

BRE-12: A Spider Beside Her

1d3 Scarlet Spiders attack the party without warning. At the GM's discretion, a DC 19 **Perception** check will give the party a round to either prepare or avoid the spiders.

Other than the normal **XP** reward, the spiders of course carry no treasure.

Scarlet Spider

CR 1/4; XP 100; TN Female Scarlet Spider Vermin 1

hp 1; AC 18; Fort +2, Ref +5, Will +0

Init +5; Speed 30 ft.; Senses Perception +4; Darkvision (60 ft.); Tremorsense (60 ft.)

Str 3, Dex 21, Con 10, Int *, Wis 10, Cha 2

BAB +0; CMB +3; CMD 9 (21 vs. trip)

Melee bite -2 (1d3-4) plus poison

Special Attacks Poison (Fort DC 12; 1/round for 4 rounds; 1d2 Str; 1 save), Web (+7 ranged, DC 10, hp 1)

Special Qualities Darkvision, Tremorsense

BRE-13: Egads, More Bats!

One **Bat Swarm** attack the party without warning. At the GM's discretion, a DC 16 **Perception** check will give the party a round to either prepare or avoid the bats.

Other than the normal XP reward, the bats of course carry no treasure.

This encounter should apply only at night; otherwise you may either re-roll, or treat this result as "no encounter".

Bat Swarm

CR 2; **XP** 600; **TN** Male Bat Swarm Animal 3

hp 15; AC 16; **Fort** +3, **Ref** +7, **Will** +3

Immunities Critical Hits, Flanking, Weapon Damage

Init +2; **Speed** 5 ft. **Fly** 40 ft (Good); **Senses** Perception +11; **Blindsense** (20 ft.); **Low-Light Vision**

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

BAB +2; **CMB** +0; **CMD** 6 (can't be tripped)

Melee swarm (1d6)

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Perception +11

Special Attacks Distraction (DC 11), Wounding

Special Qualities Animal Traits, Blindsense, Can't Be Tripped, Low-Light Vision, Swarm Traits

Watchspires

Introduction

Watchspires are commonplace in **Aquilae**. Some are ancient, constructed by empires that are no longer around.

Others are recent creations, erected as a response to a more immediate threat.

Athough the construction, style, and design vary across the **Realm**, the general structure and intent are the same: provide a four-story, secure lookout tower for soldiers or guards to detect early enemies.

You can build a more robust backstory for a particular **Watchspire** to insert into your fantasy campaign.

Ultimately, a **Watchspire** is a quick-and-easy, one-off tool for a GM to drop into any adventure scenario.

Watchspires in the context of ***Berinncorte Basecamp*** are less commonplace, as many in the immediate vicinity have been destroyed.

Map 9: Watchspire Ground Floor (WS-GF)

One square equals 5 ft.

WS-GF: Watchspire Ground Floor

Please refer to page 770 for a GM-redacted copy of this map.

Guards

Although **Watchspires** are operated by all manner of municipalities, for the purposes of game mechanics, you can simply assume the profile of a **Berinncorte Militia** (p 598), the vitals of which are represented here:

Guard

(see page 598)

CR 1/2; **XP** 200

CR 4; **XP** 1,200

CR 10; **XP** 9,600

CR 15; **XP** 51,200

In terms of a given **Watchspire**, the guards who staff it are simply referred to as "**Guards**".

Who Goes There?

When encountered inside the **Watchspire**, any quantity of **Guards** will confront the PCs if they detect them.

Combat may ensue; if it does, Guards from other floors may approach to reinforce their comrades—it is a small, quiet structure, after all, and a sudden violent melee is sure to be noticed!

Combat Reinforcements

3 rounds after combat begins on any floor of the building, there is a **25%** chance that **2d4-2** (minimum 1) Guards will arrive. They will arrive from the direction of whatever floors have been as of yet unexplored by the party.

Reinforcements may arrive in this manner from the **Basement** (p 120) if it has not yet been explored.

Ignore this "combat reinforcements" rule if the PCs have explored all other levels of the structure. Also ignore it if the Watchspire in question is being encountered as an **unoccupied** structure (see below).

Watchspire Locks and Access

If the **Watchspire** is encountered as an occupied structure (see below), at least one **Guard** stationed here has a **Watchspire Key**.

When picking pockets or looting the body of a **Guard** in a **Watchspire**, make a separate check for each such **Guard**: there is a **25%** chance that s/he bears a **Watchspire Key**.

Watchspire Key

Value 5 sp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This simple, very straightforward iron key has a large hoop on one end, making it easy to dangle from a belt or hook.

Each **Watchspire Key** may be used to lock or unlock every lockable device in the **Watchspire** in which it is found. ("Lockable" doors or containers are those that have a **Disable Device** DC value in their description; those that lack this statistic cannot be locked by this key.)

Note that a **Watchspire Key** obtained from a certain **Watchspire** will not function in any other **Watchspire**.

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 1 gp

Unoccupied **Watchspires** do not have any such keys; they have been borne away by the **Guards** who inhabited the structure. Simply put, they locked the door behind them on the way out.

Occupation Status

You as a GM have some options here.

Random encounters in such a small, enclosed space are a difficult thing to manage. On the one hand, you don't want it to seem as though the building is completely empty; on the other hand, you don't want to overwhelm the party, or make it seem as though guards come from nowhere.

Take your assessment as to whether introducing random encounters is appropriate for your gaming group and scenario.

Much depends on whether you intend the **Watchspire** to be occupied, or unoccupied, as the PCs arrive.

Typically, most **Watchspires** are staffed with guards; however, particularly in the wake of the **Obelisk Eruption** in the events of ***Dark Obelisk 1: Berinncorte***, many **Watchspires** in the area surrounding the city are vacant.

Watchspire Encounters

For every ten minutes spent searching and exploring, roll once on the following table.

Table 8: Watchspire Random Encounters

D%	Event	Description
01-10	**Group of Guards**	A group of **1d2+1 Mayoral House Guards** on patrol.
11-30	**Solitary House Guard**	One **Mayoral House Guard** on patrol.
31-45	**[...]**	
46-50		
51-100	**No Encounter**	The coast is clear... for now!

WS-GF-1: Approach

Only read the *italicized* portion below if you intend the **Watchspire** to be staffed; similarly, only read the **boldfaced** portion below if you plan it to be empty.

Rising four stories above ground level, atop a rise in the terrain ahead, sits a Watchspire.

At each level, slotted windows provide ample visibility to the surrounding area in multiple directions.

An iron-banded double wooden door sits front and center, flanked by potted plants.

In front of each half of the front door is a guard in full regalia.

The entryway is unstaffed. The whole structure seems vacant, a quiet and solemn vestige of life before the Obelisk.

This description is typically read on approach to the **Watchspire**, to grant a sense of atmosphere.

WS-GF-2: Entrance Gate

A solid-looking, iron-banded set of wooden double doors serves as the main entrance to the Watchspire. To either side, potted plants and torch sconces impart a level of formal greeting.

No matter what time of day the PCs approach the **Watchspire**, it is locked.

If you intend for a **Watchspire** to be unoccupied, you may instead have it unlocked and even ajar, to facilitate access.

Note that the difficulty of gaining access via this front entrance is somewhat high. This is to represent the fact that these Spires are effectively guarded watchtowers, and therefore would tend to have decent protection.

At the GM's option, access may be gained via an elaborate **social challenge** with the **Guards** posted here (if occupied). The exact nature of the challenge depends on the location of the **Spire**, and the reason for the PCs' entry, but it's recommended that **Persuade**, **Sense Motive**, and/or **Diplomacy** come into play.

Entrance Gate

- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 24; **Disable Device** DC 22
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 26; **Disable Device** DC 24
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 28; **Disable Device** DC 26
- 5" thick; **Hardness** 5; **hp** 60; **Break** DC 30; **Disable Device** DC 28

WS-GF-3: Secret Entrance

Only read the italicized portion once the PCs discover the secret door.

Your fingers prize open a panel that seemed to be simply a flush part of the stonework here; instead, a secret door is revealed.

It's small and all metal, and bears a rather substantial-looking lock.

"Substantial-looking" is the operative word, here: the secret door is very sturdy, but easily unlocked with the right skill and tools.

Watchspire Rear Secret Door

- 5" thick; **Hardness** 8; **hp** 60; **Break** DC 28; **Disable Device** DC 16; **Perception** DC 18
- 5" thick; **Hardness** 8; **hp** 60; **Break** DC 30; **Disable Device** DC 18 ; **Perception** DC 20
- 5" thick; **Hardness** 8; **hp** 60; **Break** DC 32; **Disable Device** DC 20 ; **Perception** DC 22
- 5" thick; **Hardness** 8; **hp** 60; **Break** DC 34; **Disable Device** DC 22 ; **Perception** DC 24

Entering the secret door leads directly to the main room (see below), and will likely alert any **Guards** within.

WS-GF-4: Main Room

The main chamber on the ground floor of the Watchspire seems a remarkably homey, inviting space. Despite the lack of a hearth or other heat source, the stone walls trap what ambient warmth there is quite well.

Potted plants flank the interior of the main entryway; to its north is a high-quality rug.

A table occupies the southeast; on top sit an array of weapons, candles, and a cutting board. A writing desk and a chair are positioned immediately to the table's north.

A cabinet sits against the wall to the west. A circular wooden table with chairs is in the northwest corner of the room.

The northeast quarter of the chamber is walled off, with a simple wooden door to its northwest.

The **rug** mentioned is indeed high quality, though not necessarily worth the hassle of transporting somewhere for sale:

Watchspire Main Room

- **rug** (value **37 gp**)
- **rug** (value **112 gp**)
- **rug** (value **216 gp**)
- **rug** (value **309 gp**)

The **cabinet** to the west is locked:

Main Room Storage Cabinet

- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 18
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 20
- 2" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 22
- 2" thick; **Hardness** 3; **hp** 20;

Break DC 26; **Disable Device** DC 24

Inside is a disappointing assortment of mundane supplies:

Watchspire Main Room Cabinet

cups (4x, **1 gp** apiece); **basket** (2x, **4 sp** apiece); **plates** (6x, **1 sp** apiece); **12 cpp**

The table to the southeast is of course unprotected, and bears an assortment of weapons for use by the **Guards** stationed here:

Watchspire Main Room Table

daggers (4x); **short sword** (2x); **longsword**

daggers (4x); **short sword** (2x); **masterwork longsword**

masterwork daggers (4x); **short sword** (2x); **masterwork longsword**

masterwork daggers (4x); **short sword** (2x); ***+1 longsword***

WS-GF-5: Basement Trapdoor

In the sourthwest corner of the room, hidden behind a shoulder-high wall partition, is a wooden trapdoor in good repair.

When encountered, this **trapdoor** is locked, as follows:

Main Room Basement Trapdoor

3" thick; **Hardness** 5; **hp** 20;
Break DC 16; **Disable Device** DC 19

3" thick; **Hardness** 5; **hp** 20;
Break DC 18; **Disable Device** DC 21

3" thick; **Hardness** 5; **hp** 20;
Break DC 20; **Disable Device** DC 23

3" thick; **Hardness** 5; **hp** 20;
Break DC 22; **Disable Device** DC 25

Upon gaining access, the ladder underneath and aperture will admit one **Medium**-sized creature at a time safely. It leads to the Basement (p 120).

WS-GF-6: Staircase Up

Behind a simple wooden door, a stonework spiral staircase leads up.

The **door** is locked, but not to any serious degree:

Main Room Staircase Door

3" thick; **Hardness** 5; **hp** 20;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 5; **hp** 20;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 5; **hp** 20;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 5; **hp** 20;
Break DC 24; **Disable Device** DC 24

This staircase, perhaps obviously, leads to the **Second Floor** (p 114).

Map 10: Watchspire Second Floor (WS-SF)

One square equals 5 ft.

WS-SF: Watchspire Second Floor

Please refer to page 771 for a GM-redacted copy of this map.

Overview

The second floor of a **Watchspire** tends to be used for, well, watching—either a passive guard duty, or an active scanning for something specific if the surrounding territory is at war.

If encountered as an occupied structure, before the **Obelisk Eruption** event in ***Dark Obelisk 1***, there will be **1d4 Guards** here (remember, use the profile of a **Berinncorte Militia**, p 598). Each has a **50%** chance of being **asleep** when encountered, either on one of the chairs or stools here, or on the floor!

2d4 Guards will be stationed on this level, actively searching, if the PCs arrive here as an occupied structure post-**Eruption**. Roll for each **Guard** separately; there is a **20%** chance of sleepiness.

Unoccupied **Watchspires** will have zero **Guards** here.

WS-SF-1: Landing

To the east and west of the north half of the floor are spiral staircases worked in stone. The western one goes up; the eastern one, down. Torch sconces hang in front of each staircase; beneath each is a threadbare but functional small rug.

A shuttered window provides a view of the northern exterior.

To the south is a set of steel-reinforced double doors.

The **doors** are unlocked when encountered, but do bear a lock; it's possible to lock them from the south, but not from the north without a **Watchspire Key** (p 111).

Second Floor Stairway Door

5" thick; **Hardness** 5; **hp** 60;
Break DC 20; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 60;
Break DC 22; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60;
Break DC 24; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60;
Break DC 26; **Disable Device** DC 26

In contrast to the rug in the main room below, the rugs next to each staircase lack any value.

WS-SF-2: Lookout Room

A beautiful vista awaits you as you enter this room: the Watchspire's titular purpose is revealed. A ring of windows provide a 180-degree view of the surrounding area outside; shutters are an option for those to the south of the structure.

A nice but well-worn rug is centered in the room. To either side of the entry door is a torch sconce.

Chairs sit to the southeast and southest corners, pointing outward toward the windows. Between them is a small circular table with two stools; atop the table is a simple bowl and a candleabra.

Empty sconces ring the eastern, southern, and western walls.

The **rug** in the room's center has some value:

Watchspire Second Floor

rug (value **12 gp**)

rug (value **37 gp**)

rug (value **101 gp**)

rug (value **184 gp**)

The PCs may not immediately notice, but the **torch** to the west of the doorway is actually of note and value:

Second Floor Western Torch Sconce

everburning torch

Other than a gorgeous view, there is nothing else to encounter in this area.

Map 11: Watchspire Third Floor (WS-TF)

One square equals 5 ft.

WS-TF: Watchspire Third Floor

Please refer to page 772 for a GM-redacted copy of this map.

Overview

The third floor of a **Watchspire** tends to be used primarily for sleeping. In situations of normal staffing and peacetime, a rotation of guards mans the building; whomever is off-shift takes a bed here and gets some rest.

If encountered as an occupied structure, before the **Obelisk Eruption** event in ***Dark Obelisk 1***, there will be **1d2 Guards** here (remember, use the profile of a **Berinncorte Militia**, p 598). Each has a **85%** chance of being **asleep** when encountered.

1d4 Guards will be stationed on this level, actively searching, if the PCs arrive here as an occupied structure post-**Eruption**. Roll for each **Guard** separately; there is a **40%** chance of sleepiness.

Unoccupied **Watchspires** will have zero **Guards** here.

WS-TF-1: Landing

To the east and west of the north half of the floor are spiral staircases worked in stone. The western one goes down; the eastern one, up. Torch sconces hang in front of each staircase; beneath each is a threadbare but functional small rug.

A shuttered window provides a view of the northern exterior.

To the south is a set of steel-reinforced double doors.

The **doors** are always closed when encountered; upon entering this area, roll to determine if they are also locked: there is a **45%** chance that this is the case.

Third Floor Stairway Door

5" thick; **Hardness** 5; **hp** 60;
Break DC 20; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 60;
Break DC 22; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60;
Break DC 24; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60;
Break DC 26; **Disable Device** DC 26

In contrast to the rug in the main room below, the rugs next to each staircase lack any value.

WS-TF-2: Lookout Room

A beautiful vista awaits you as you enter this room: the Watchspire's titular purpose is revealed. A ring of windows provide a 180-degree view of the surrounding area outside; shutters are an option for those to the south of the structure.

A nice but well-worn rug is centered in the room. To either side of the entry door is a torch sconce.

To the northeast and northwest, small cabinets sit next to each bed; atop each is a candle.

To the south is a potted plant, a privy, and a dressing desk.

Empty sconces ring the eastern, southern, and western walls.

The **rug** in the room's center has some value:

Watchspire Third Floor

rug (value **8gp**)

rug (value **23 gp**)

rug (value **71 gp**)

rug (value **109 gp**)

The two **cabinets** next to each bed are unlocked, but bear simple loot:

Third Floor Bed Cabinets

soldier's uniform (4x); **peasant's outfit** (4x)

The dressing desk has an assortment of personal effects, which together can be treated as the following treasure:

Third Floor Dressing Desk

ink (2 jars, **8 gp** apiece); **inkpen** (3x, **1 sp** apiece); **parchment** (5 sheets, **2 sp** apiece); **sealing wax** (2x, **1 gp** apiece)

Other than a gorgeous view, there is nothing else to encounter in this area.

Map 12: Watchspire Fourth Floor (WS-FF)

One square equals 5 ft.

WS-FF: Watchspire Fourth Floor

Please refer to page 773 for a GM-redacted copy of this map.

Overview

The third floor of a **Watchspire** tends to be used primarily for keeping watch and firing weapons at threats; its beds also serve to house the ranking members of the **Guards** posted here.

If encountered as an occupied structure, before the **Obelisk Eruption** event in ***Dark Obelisk 1***, there will be **2d6-2** (minimum 0) **Guards** here (remember, use the profile of a **Berinncorte Militia**, p 598).

3d4-2 (minimum 0) **Guards** will be stationed on this level, actively searching, if the PCs arrive here as an occupied structure post-**Eruption**.

Unoccupied **Watchspires** will have zero **Guards** here.

WS-FF-1: Landing

The eastern portion of this landing bears a stone spiral staircase, leading down. A torch sconce and a low-quality rug sit at the top of the stairs.

To the west is a pair of beds, and a small cabinet between them.

The north bears a window with iron bars; wide enough to fire a ranged weapon through, and unshuttered.

To the south is a set of steel-reinforced double doors.

The cabinet to the west is unprotected, but contains low-value treasure:

Fourth Floor Bed Cabinet

soldier's uniform (2x); **peasant's outfit** (2x); **7 cp; dagger (Small)**

The **doors** are always closed when encountered; upon entering this area, roll to determine if they are also locked: there is a **75%** chance that this is the case.

Fourth Floor Stairway Door

5" thick; **Hardness** 5; **hp** 60;
Break DC 22; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60;
Break DC 24; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60;
Break DC 26; **Disable Device** DC 26

5" thick; **Hardness** 5; **hp** 60;
Break DC 28; **Disable Device** DC 28

In contrast to the rug in the main room below, the rugs next to each staircase lack any value.

WS-FF-2: Lookout Room

Iron bars ring a largely-open semicircle of windows here, making it seem as though the room is open to the elements and surrounding area. It's the best view in the entire building; if a threat approached, this vantage would be ideal for noticing it and for shooting arrows or crossbow bolts at it as well!

A nice but well-worn rug is centered in the room. To either side of the entry door is a torch sconce.

A small circular table, stools, and candles sit in the south-center of the room. To the east and west are chairs, pointed outward.

Empty sconces ring the eastern, southern, and western walls.

The **rug** in the room's center has some value:

Watchspire Fourth Floor

rug (value **11 gp**)

rug (value **82 gp**)

rug (value **169 gp**)

rug (value **204 gp**)

Other than a gorgeous view, there is nothing else to encounter in this area.

Map 13: Watchspire Basement (WS-BM)

One square equals 5 ft.

WS-BM: Watchspire Basement

Please refer to page 774 for a GM-redacted copy of this map.

Overview

Used primarily for storage, the basement of a Watchspire is typically unused on a day-to-day basis. In times of strife, it can also function as a holdout, a place of last resort against encroaching threats.

If encountered as an occupied structure, before the **Obelisk Eruption** event in ***Dark Obelisk 1***, there will be **1d4-2** (minimum 0) **Guards** here (remember, use the profile of a **Berinncorte Militia**, p 598).

2d4-2 (minimum 0) **Guards** will be stationed on this level if the PCs arrive here as an occupied structure post-**Eruption**. Any Guards found here in these circumstances will be desperate and hungry, wild and somewhat crazed; their curent **HP** will be half of their typical maximum.

Unoccupied **Watchspires** will have zero **Guards** here.

WS-BM-1: Ceiling Trapdoor

A wooden ladder leads down beneath a trapdoor.

This leads to the **Ground Floor** (p 110).

The ladder is sturdy, and will bear one **Medium**-sized or smaller creature up or down at a time.

WS-BM-2: Basement Chamber

Musty and dull, this basement has a packed-dirt floor and walls of rock and earth.

Rocks are strewn here and there all around, and supplies are piled to the north, west, and northeast.

To the south is a circular wooden table with chairs; atop the table is a candle.

A cluster of five large casks sits to the west, nearby the ladder.

The general atmosphere of this place should be a functional, but ultimately seldom-used, storage space.

The **casks** to the west are all sealed, and contain potable, fresh, well-preserved water.

Basement Casks

2" thick; **Hardness** 6; **hp** 20; **Break** DC 18

WS-BM-3: Storage Crates

An array of storage crates sits here. Atop and around them are canvas sacks.

On the southernmost crate is a locked wooden chest.

The **crates** are all sealed, and require a tool or weapon to open:

Basement Crates

2" thick; **Hardness** 6; **hp** 20; **Break** DC 20

Together with the **sacks**, they contain the following mundane loot:

Basement Crates

wheat (100 lbs, **1 cp** apiece); **flour** (80 lbs, **2 cp** apiece); **beans** (75 lbs, **2 cp** apiece)

On the other hand, the locked **chest** contains some somewhat more decent treasure:

Basement Locked Chest

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 21

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 23

5" thick; **Hardness** 5; **hp** 60; **Break** DC 24; **Disable Device** DC 25

5" thick; **Hardness** 5; **hp** 60; **Break** DC 26; **Disable Device** DC 27

Basement Locked Chest

Watchspire Key

42 gp; **87 sp**; **masterwork silver dagger**

137 gp; **223 sp**; **masterwork silver dagger**

202 gp; **330 sp**; ***+1 dagger***

43 pp; ***+2 dagger***

Needless to say, if the PCs stumble upon this treasure at the start of their exploration of the buiding, they will have a much easier time of the other levels given the **Watchspire Key** (p 111).

WS-BM-4: Casks & Rubble

Three enormous casks lie here on their sides amidst fallen rocks.

The **casks** must be pried or smashed open; note that at the GM's discretion, smashing them open may lead to the disappearance of their contents:

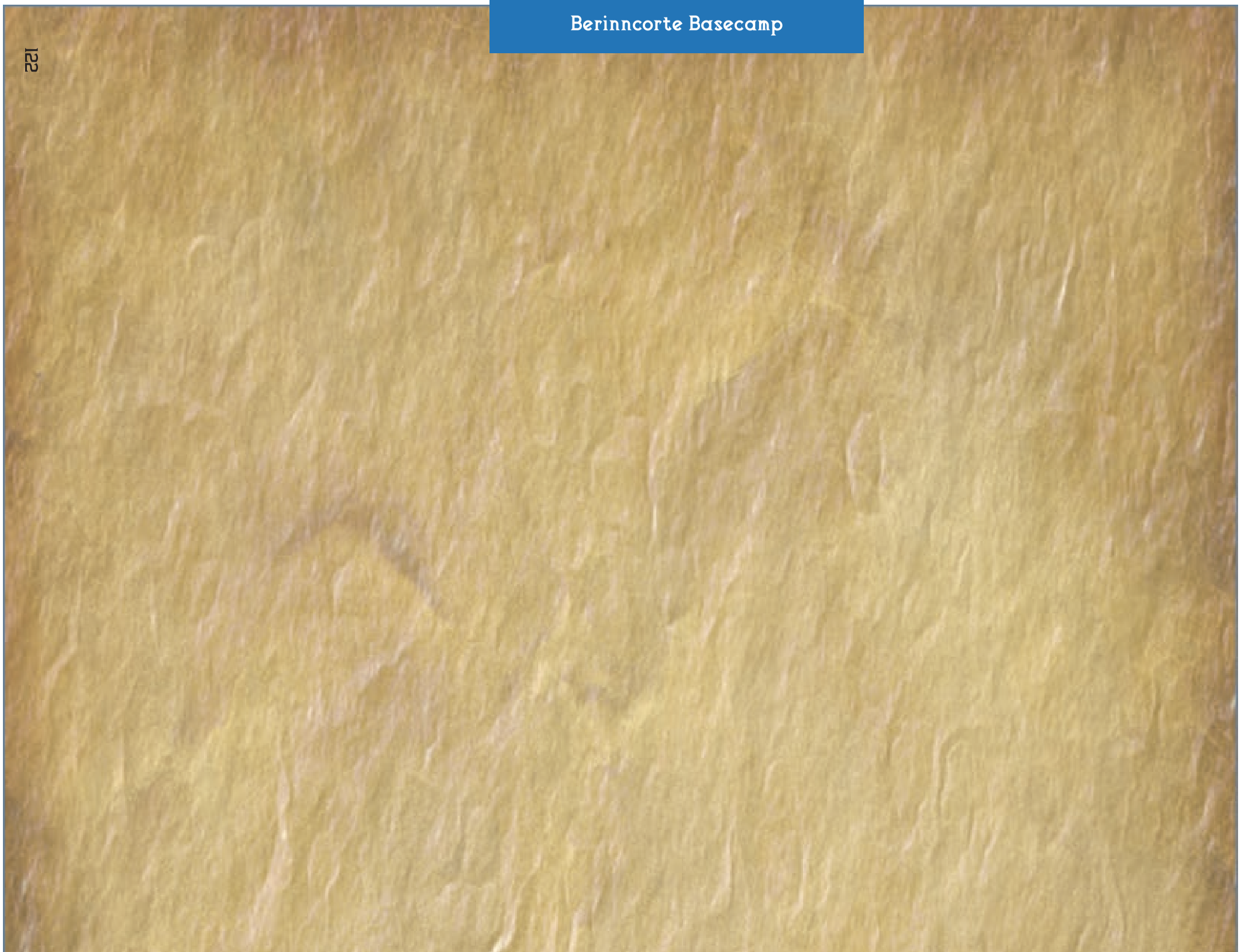
Basement Northern Casks

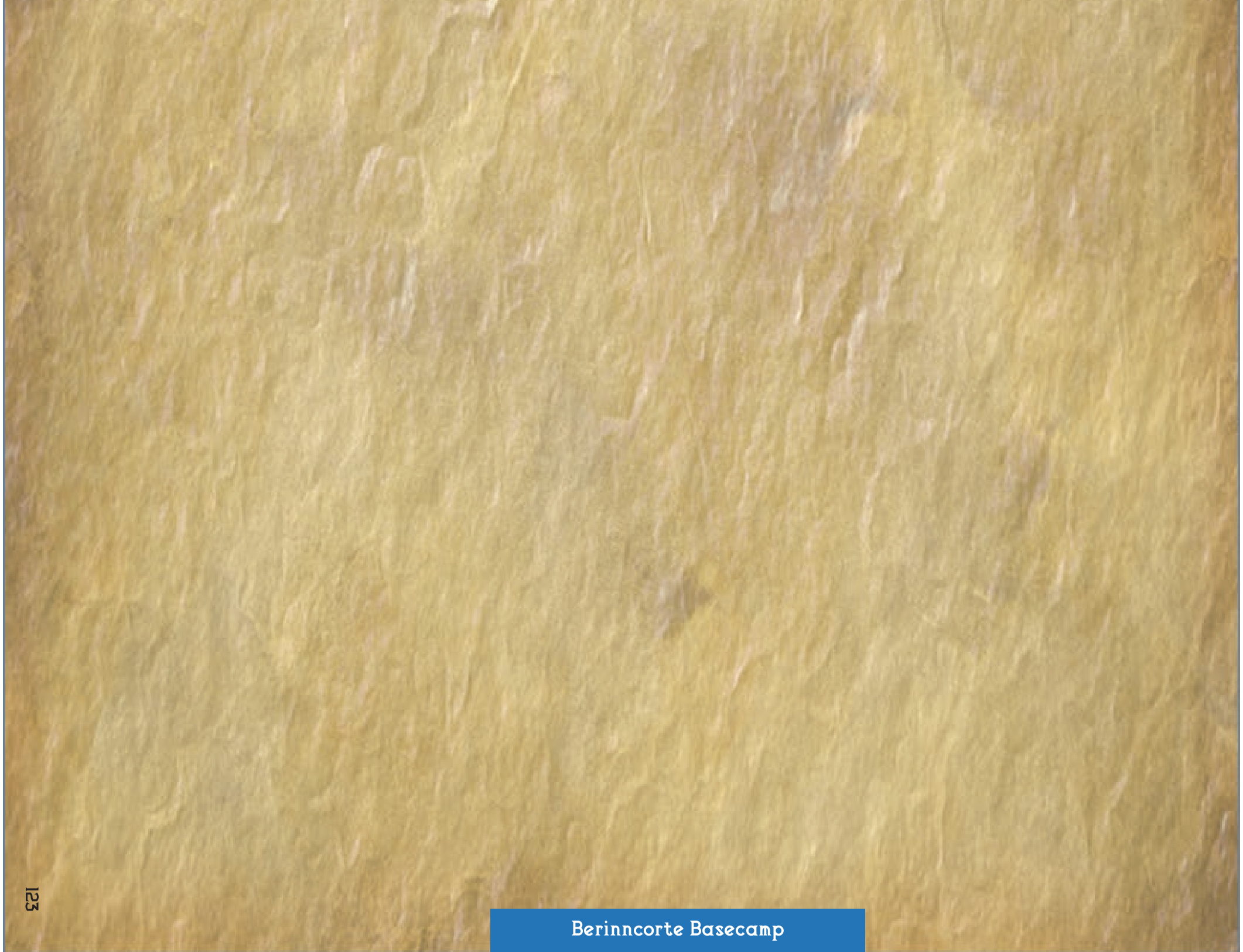
2" thick; **Hardness** 6; **hp** 20; **Break** DC 20

Within is a supply of **wine**:

Basement Northern Casks

common wine (**360** lbs, **120 sp** total value); **fine wine** (**30** lbs, **200 gp** total value)





Berinncorte Basecamp

Part 2:
After Dark Obelisk 1

Plot Summary

More NPCs die.

Outflux of chaotic and undead creatures from the **Obelisk** fissure increases and it becomes clear the city must be abandoned.

The party has opportunities to help or take advantage of citizens; adventure ends when the PCs leave the city.

NPC Locations

In **Act One**, it wasn't too necessary to keep track of the location of each and every NPC. It's still not essential in **Act Three**, but it's worth noting that random encounters can occur on the streets or within buildings.

For GMs worried about consistency, or those who simply want to keep track of things, a good approach is to print a copy of the **Berinncorte City Map**, and simply mark NPC locations in pencil. Remember that this is really only useful in the context of the PCs' knowledge; there's little value in pre-determining the location of each and every NPC. Whenever the party encounters an NPC, mark that NPC's location in pencil; that way, if that same NPC is rolled for a separate location, it'll be easy to determine if that's realistic in the context of events that have unfolded for your gaming group.

Continued Importance of Catalysts

In **Act One**, it was crucial to track **Catalyst Impacts** (p 35), mainly to determine when, and how, the **Obelisk Eruption** was triggered to bring about **Act Two**.

In **Act Three**, there is no major event toward which things are karmically building... but it's still useful to track **Catalyst Impacts**.

This is primarily because the values of the three **Catalysts** will be used in future components of this **Adventure Path**.

GM Guidance

Theme

Act Three should be brutal, visceral, and primal. Desperate, one might say, particularly for the ordinary folk of the town, and for the lower-caliber NPCs, even. Regardless of what happened in **Act One**, and regardless of the level or demeanor of the PCs, **Berinncorte** should now induce an atmosphere of dread, of fear... and of chaos.

Ideally, the **players themselves** should feel fear.

Moving About

In **Act Three**, it becomes **much** more important where the party is currently. You can use a die, placed atop the Players' Map of **Berinncorte** (p 429), to mark the party's current location. Many of **Act Three's Random Encounters** (p 262) may spawn combat, in which case, tracking where the party is may be particularly useful.

Pacing

Events should happen fast and furious in **Act Three**, with little reprieve. Of the words the players think of when describing this section of the adventure, "boring" should never be one of them.

NPCs and common **townsfolk** alike may be slaughtered outright by **villains** (p 329) and **untouchable encounters** (p 325). The GM is encouraged to force one of these scenarios as a random encounter, and kill off one or more NPCs as a means of having a "set piece" or memorable event to truly drive home how dangerous and chaotic the city has now become.

Refuge should be rare, and short-lived. Even finding one of the scant few **places of sanctuary** (p 260) should provide only a temporary reprieve from the dangers of the city; after all, the party can't expect to stay in the **Library** (p 390) for the entire second half of the adventure!

That said, it's dangerous out there. The GM is encouraged to provide healing opportunities in the form of **Beneficial Encounters** (p 263) whenever necessary to help ensure the party's survival.

Also, keep in mind the possibility of **PC Replacement Opportunities** (p 16), which offer some capability for players whose PCs perish in the chaos to keep playing without too much interruption.

Guiding the Party Toward the Exit

Most PCs will see an elephant-sized chunk of evil-looking chaos incarnate in the center of a previously-peaceful town, and see it as their mission in life to discover how to destroy it.

Bad news for such PCs: That's not going to happen. At least, not in the context of this adventure.

Throughout **Act Three**, the PCs should gradually realize that it's not possible to **defeat** the **Obelisk**, and instead the only reasonable approach is to leave the city (see Quest "**Evacuate the City**", p <?>). Paladins, Barbarians, and most PCs in general may find this approach somewhat abhorrent, or defeatist.

For that matter, many **players** may see this as a frustrating, or disappointing, development!

As the GM, your job in conveying this message is made easier by the sheer ignorance of the citizenry. None of them has ever heard of the **Obelisk**, either in teachings or in lore. Nobody has ever seen an **Obelisk**, and as far as every NPC in this adventure communicates, this event is something that has never occurred in the history of the entire Realm.

Typical roleplaying advantures may set out fortifying tidbits of information when faced with something like the **Obelisk**: A sage knows of this, or someone heard of something like this happening, or everyone knows the legend but this is real life, et cetera.

Little such lore or legend related to the **Obelisk** is available here, in **Berinncorte**, in the context of this adventure. Such as there is can be found in the **Obelisk-Related Lore** table, onp 404.

If roleplayed right, and conveyed well by the GM, the mere absence of any such lore and "hints" or guides as to how to defeat this menace should feel **wrong** to the players, who should suspect this may indicate that they are not even meant to destroy the obstacle.

Tracking Reward Stars

As in **Acts One** and **Two**, keeping track of **Reward Stars** is quite important, both for keeping the players motivated, and for dishing out more detailed rewards at the conclusion of gaming sessions or the adventure entire.

In **Act Three**, there is an additional component to consider. The final Quest, "**Evacuate the City**", and other adventure components, can be made easier if the party has achieved some interstitial objectives within the city. The more citizens the party helps, the greater their sway among the populace, and the easier some skill challenges become.

As the GM, you should keep track of **Reward Stars** earned during **Act Three**.

Factions and Conflict

The nature, influence, and focus of most major factions in town have shifted as a result of the **Eruption** and the chaos and creatures that now infest the city.

Zugul Church

Their leader is slain. Their church, garden, and cleric house are all partially demolished. The seat of their power is a mere dozen feet from the **Obelisk** itself.

It's safe to say that the church of **Zugul** is not a significant factor in fighting the **Forces of the Obelisk**, despite the obvious law vs. chaos nature of their faith.

Sheergath Temple

This building has been taken over by **Forces of the Obelisk**. **Unglar** is dead, and the remaining temple leadership have their hands full trying to get back inside.

Sheergath influence is near zero, though devotees will claim enhanced powers and meaning because of the **Obelisk's** clear chaotic nature.

Berinncorte City Government

Sadly, **Mayor Symms** is slain. **Ota Kuiduru** and all mayoral house staff have evacuated the **Mayor's House** , which no longer functions as either a seat of government or as a residence.

The government of **Berinncorte City** has effectively ceased to function, at least in the context of the remainder of this adventure.

Berinncorte Militia

In the chaos of the **Obelisk**, and with the dangers of the monsters that now crawl about the town, the role of the **Militia** (p 286) is even more necessary. They maintain the **Garrison**, which is a position of relative strength, and occasionally, the PCs may encounter them.

However, they staff hardly any of the **Militia Guard Posts** in town, and their level of vigilance is substantially lower than it was in **Act One**. As a shorthand, any offense short of outright murder of a citizen is likely to go overlooked, and the rules of being **Arrested** (p 89) are pretty much suspended unless otherwise explicitly mentioned as a consequence.

Revised City Profile

The devastation unleashed by the **Obelisk**, the terror and death caused by its **Forces**, and the general chaos of the city and its inhabitants—old *and* new!—mean that the city is no longer the prosperous city it had been. Below is the revised city profile for **Berinncorte**, as it is now "**Obelisk-Encroached**".

Berinncorte City Profile (Obelisk-Encroached)

CN small town

Corruption +3; **Crime** +4; **Economy** -5; **Law** -4; **Lore** +6; **Society** -3

Qualities academic; good roads

Danger +3; **Disadvantages** Anarchic

Government anarchy (**Forces of the Obelisk**)

Population 82 (54 humans; 6 half-orcs; 11 dwarves; 11 elves or half-elves)

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4; Medium Items 1d4; Major Items none-General Rules

Places of Sanctuary

There are only **four** regions of safety in all of **Berinncorte**, following the **Obelisk Eruption**:

The **Library**. The entire building is safe once entered.

The **Cryptkeeper's Shack**. Although the structure interior is safe, to reach it, one must cross the **graveyard**, which is riddled with **Forces of the Obelisk**.

The **Cistern**, but only once the denizens therein have been cleared out, either before or after the **Eruption**.

The **basement** of the **Sheergath Temple**. Note, however, that although the basement is secure and completely safe, it rests under a secret trapdoor, and to reach it, one must brave the **ground floor** of the **Temple**, which is **not** safe.

The party may rest at any of these locations without fear of interruption, and without any random encounters taking place. These **safe places** are the only locations to which innocents may be "delivered" for the purposes of being escorted to safety; leading NPCs anywhere else in town, no matter how safe-seeming, may result in their being attacked and/or slain.

Everywhere else in the city, the party is subject to **Random Encounters**.

NPC Assistance

By coin, by charm, or by necessity, it's possible that one or more NPCs join the party during their adventures in **Act Three**. Whenever the party is augmented in this manner, the GM should handle combat and other actions on behalf of any NPCs. Unless otherwise indicated by the Quest or

encounter that causes the NPC(s) to join the party, they will fight alongside the party and will do their best to defeat any monsters they run across.

In addition, the PCs may ask any NPCs who have joined them to perform skill checks. Unless the GM conceives of a solid reason why the character would balk at doing so, the party can then use that NPC's **skill** values for checks they wish to undertake.

Care should be taken if the party runs into a non-monster encounter while they have an NPC in tow. The GM should exercise reasonable reactions on the part of the NPC if the party makes decisions that are in contrast to that NPC's character, personality, beliefs, etc. Note that in extreme situations, this may result in the NPC voluntarily leaving the party.

Unless explicitly described as part of the NPC's "joining description", NPCs who join the party will stay with the party until the conclusion of whatever purpose they have joined for. The party may dismiss any NPCs at any time.

If an NPC leaves the party—whether it's as a result of being separated in combat, a voluntary decision that the NPC has to separate as a result of actions the party takes that the NPC considers abhorrent, or if the party dismisses the NPC—any Quest that the party was engaged in together with that NPC is automatically cancelled, unless that Quest explicitly describes otherwise.

If an NPC is privy to valuable information, it is left to the GM's discretion as to whether they share that information with the party along the way—though it is suggested that they generally keep it to themselves. One common example is knowing about any **places of sanctuary** (above): some Quests will tell you when this information is shared, but generally, it should be considered a reward, not something that would be volunteered independent of some accomplishment or quid pro quo.

Avoiding TPKs

A TPK is a **total-party-kill**: a situation in which every single PC is slain or otherwise defeated. Although some gaming groups—and indeed, some adventures—relish such an occurrence, most GMs would abhor this happening, and would want to prevent it at almost all costs.

Villainous and **untouchable** encounters are, by their nature and intent, potential TPK situations.

Veteran GMs whose style is not to encourage PC death will already have their own approach to this possibility, but here are some suggestions to try and prevent (or minimize!) TPKs in running through **Dark Obelisk: Berinncorte.**

Monster Descriptions

Descriptions that imply that a foe is beyond the party's capabilities are a good way of subtly telling them they should run. As the GM, your language, your detail, in setting up a potential TPK encounter should be far more lavish and extensive than any other type of encounter.

Hopefully the players take the hint!

Human Sacrifice

If the PCs haven't encountered a particular sort of monster before, they may not innately realize the level of danger involved. The GM can introduce a **townsfolk**, or a minor **NPC**, and have the villainous or untouchable monster slay them outright as a means of pointing out the danger.

"We Are Leaving!"

A mob of **townsfolk** may not, even together, measure up to the party's capabilities from a combat perspective, but they can physically grab the PCs and move them along. In the chaos of the moment, the GM can introduce a mob, in whose current the PCs are caught up, leaving them only a glimpse of the foe who may otherwise have been their demise.

Get Over here

Any monster with a good **grapple** capability can also physically move the PCs around. If the party sees a formidable opponent, and draws weapons instead of starts to run, you can introduce **more** monsters, who immediately grapple each PC and drag them into a different area of the map. You can then play out the encounter with the lower-level grapplers.

General & New Rules

Lycanthropy and the Obelisk

Chaos and unpredictability swirl around the **Obelisk**: The **Will** saves of lycanthropes to suppress their transformation during the onset of a full moon increases by **+4** if faced within 100 ft. of an **Obelisk**.

In addition, merely being in the presence of the **Dark Obelisk** may trigger an unwanted transformation, as though there were a full moon. Once every hour a lycanthrope in human form spends within 500 ft. of an **Obelisk**, that creature must attempt a **Will** save (without the above penalty) or transform for **1 hour**.

New Auras

The **Dark Obelisk** generates a nearly-palpable aura of effects. Some are merely cosmetic, but others have a mechanical, in-game impact.

The following **auras** apply to **Act Three**.

Minor Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-1** penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may Take 10 on skill checks used in opposition to groups of creatures with at least one member who has the Lawful descriptor.

The effects of this **aura** do not stack with those of **Greater Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the Chaotic descriptor, who are within 50 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **1 hour** after this proximity. In the context of this adventure, all Chaotic monsters have this aura.

Greater Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-2** penalty on their attack rolls, skill checks, and damage rolls if used

against a creature with this aura. In addition, a creature with this aura may Take 10 on skill checks used in opposition to groups of creatures with at least one member who has the Lawful descriptor.

The effects of this **aura** do not stack with those of **Minor Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the Chaotic descriptor, who are within 20 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **10 minutes** after this proximity.

New Potions

Darkserum (potion)

Value 50 gp; **Weight** ½ lb.; **Materials** darkserum; **Nature** faintly magical; **Aura** faint Chaos; **Slot** usable; **CL** n/a

This viscous liquid appears jet black when viewed directly, but out of the corner of one's eye, it appears to pulsate with a sinister dark purple glow, throbbing like an infernal heartbeat. Should one take a vial of **darkserum** within 50 ft. of an **Obelisk**, this purplish pulsing effect grows noticeably stronger; within 25 ft. of an **Obelisk**, the vial's colors rhythmically change from dark purple to black and back... though if you're that close to an **Obelisk**, chances are good that you have better things on your mind than a vial of this drug!

A vial of **darkserum** is the liquid form, and most common. To make it requires an ounce of powdered **Obelisk**; inhaling the compound in its powdered form (for example, while transporting or preparing **darkserum**) grants the same effects as ingesting the prepared solution.

Darkserum is incredibly rare in the Realm, and difficult to acquire. In **Berinncorte**, only **Aramil** the apothecary (page 515) has connections to acquire the compound.

Drug Type ingested or injury (inhaled, in powdered form); **Addiction** minor, Fort DC 13; **Effects** 6 hours, +2 **Str** and +2 **Cha, +2** competency bonus on **Diplomacy**, **Sense Motive**, and **Bluff** checks; **Damage** 1d4 **Con**

Minor Addiction: Type disease; **Save** Fort DC 13; **Onset** 1 day; **Frequency** 1/day; **Effect** –2 penalty to Con plus **shaken** condition; **Cure** 2 consecutive saves

Construction Requirements powdered chunk of **Obelisk**; **Cost** 35 gp

Note that in the context of this adventure, **darkserum** really has only one role to play: that **Ash** suffers from an addiction to it. **Darkserum** and its associated products, and the trade and manufacture of **Obelisk-**related crafts, have increased significance in the broader **Adventure Path**.

Blocked Paths & Broken Buildings

Nearly all of the buildings and structures in **Berinncorte** have suffered some damage as a result of the **Obelisk Eruption**. Some special rules apply to these areas of debris and fallen objects, as follows.

As with everything else in **Dark Obelisk: Berinncorte**, your gaming group is free to ignore or revise these rules, or apply different house rules, as suits your preferences.

Rubble

Unless otherwise indicated, all rubble counts as **difficult terrain**. This imposes a **2x** movement penalty; that is, each square counts as two squares for movement purposes.

Obstacles

Some ruins and debris counts as having **obstacles**. Obstacles generally count as **difficult terrain** for the purposes of movement, but also require at least one **skill check** to navigate without additional adverse effect.

Usually, the context will advise what sort of skill check might be required to move safely through or around the obstacle(s) present, and what effects, if any, are applied if such a check is failed. If no such check is explicitly indicated, use the following as a default:

Default Obstacle

Acrobatics DC 15; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

Scaling and Grappling

In some areas, either an **obstacle** is so large it completely prevents horizontal movement past it, or damage to a building actually creates an opportunity to move among floors in ways not possible before the disaster.

Grappling hooks may be used to aid with ascend or descent; throwing a **grappling hook** requires a ranged attack roll as a thrown weapon; oppose this with an AC of 5 unless otherwise specified. A "hit" resolved in this manner means the hook has snagged something and can be considered secure for climbing purposes.

Without a **grappling hook** in place, the DC of any climbing challenge among the rubble of the city is increased by **4**.

Most opportunities to climb rubble indicate the numbers involved; if such statistics are missing, use the following default challenge as a guide:

Default Grappling

Climb DC 16; **grappling hook** AC 5; failure suffers **1d4** bludgeoning damage and knocks the character **prone**

Aftermath Random Encounters

Most locations in **Berinncorte** have their own separate **Random Encounters** table.

If the PCs are in a location that does not have its own explicit **Random Encounters** table, or if they are in between locations (for example, if they're in an alley, or if they're attempting to rest and memorize spells outside for whatever bizarre reason), roll on the following table every **10 minutes** the party spends in the city, if they are not involved in other activities.

Note that this is a fairly aggressive rate of rolling, and the possibilities for rolling an extremely challenging or "high-caliber" random encounter can be punishingly difficult. This is by design: remember, the point of **Act 3** is to terrify the PCs, and, ideally, the **players themselves**. If they loiter about, only to run into some exceedingly straightforward run-of-the-mill random encounters, this is difficult to pull off.

The GM is encouraged to suppress these rolls at your own discretion. For example, if the party is actively engaged in a quest, and you feel that the momentum of the moment would be ruined by inserting a random encounter, simply don't roll!

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

Aftermath Beneficial Encounters

Although much less frequent than other types of encounter, there are some boons to be found amidst the chaotic rubble of the city of **Berinncorte**.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ABE-1: Lay Cleric

A priest dressed in robes bearing the colors and sigil of Zugul approaches you, her hands out. "What news, good folk? Are you in need of aid?"

This is a **Clerical Lay Staff** who has taken it upon herself to brave the streets, helping wherever she might. Although no spellcaster, she does bear **1d4+1** *potions of cure light wounds*, which she will gladly share with the party if they ask.

For more advanced difficulty levels (page 19), upgrade the potions to *moderate*, *serious*, or *critical wounds* potions.

Clerical Lay Staff (Zugul Church)

CR 1/3; **XP** 135; LN Male or Female Human Expert 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +3

Init +1; **Speed** 30 ft.; **Senses Perception** +1

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

BAB +0; **CMB** -1; **CMD** 10

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

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

Feats Light Armor Proficiency, Persuasive, Run, Simple Weapon Proficiency

Skills Appraise +7, Bluff +4, Diplomacy +6, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility) +7, Knowledge (Religion) +7, Profession (Librarian) +2, Profession (Scribe) +5

Possessions dagger; cleric's vestments

FlexTable 12*: *Aftermath Random Encounters, Default / General

D%A	D%B	D%C	D%D	Result	Description
01-50	01-20	01-70	01-19	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
51-60	21-30	71-80	15-19	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 131).
61-65	31-50	81-85	20-49	**Random Encounter**	Roll once on the **Aftermath General Encounters** table (p 133).
66-99	51-98	86-97	50-89	**NPC Encounter**	Roll once on the **Aftermath NPC Encounters** table (p 153).
00	99-00	98-00	90-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 185).

FlexTable 13: Aftermath Beneficial Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-40	01-10	01-60	**No Encounter**	There is no friendly face, no solace to be found in this area.
31-40	41-47	11-23	61-65	**ABE-1**	**Lay Cleric**; below..
41-50	48-55	24-35	66-70	**ABE-2**	See Quest "**Wandering Bard**"; p 131.
51-60	56-62	36-47	71-75	**ABE-3**	**Temporarily Free for Hire**; p 131.
61-70	63-70	48-59	76-80	**ABE-4**	**Church Acolyte**; p 132.
71-80	71-77	60-71	81-85	**ABE-5**	**Uncannily Quiet Zone**; p 132.
81-90	78-84	72-83	86-90	**ABE-6**	**A Glint in the Darkness**; p 132.
91-94	85-94	84-95	91-95	**ABE-7**	**Solace from the Soulless**; p 133.
95-00	96-00	96-00	96-00	**ABE-8**	**Favorable NPC Encounter.** Roll once on the **Aftermath NPC Encounter** table (p 153), but the NPC rolled has a favorable attitude toward the party; give them a **+10 Attitude Modifier**.

Quest: Wandering Bard

Summary: A lone and scared bard offers to help the party.

Rewards: Beneficial Bard spells cast on the party for a few encounters.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A charismatic woman dressed in puffy, eccentric garb stands leaning against a wall. In her hands is a lute; she is tuning it as you approach. As you get closer, you see her hands shake slightly, and she is biting her lower lip; it's clear that her laid-back demeanor is but an act.

This is a bard who traveled into **Berinncorte** on her way elsewhere in the realm; the **Obelisk Eruption** has trapped her here, without friends, family, or a patron business. She's terrified of what she's seen already on the streets, and although some part of her has resigned herself to die here in the city, a larger, more boisterous part has decided that she will at the very least not go quietly.

She immediately befriends the PCs, asking if she might accompany them. If they decline, she will nevertheless follow them at a distance for protection; the party may notice her via a **Perception** check opposed by the **bard's Stealth** check.

From a statistics standpoint, simply use the statblocks for **Lingona**, the bard, shown below.

The **wandering bard** will stay with the party for **1d4** of the next encounters, or until the PCs stop by any **place of sanctuary** (p 127). She will cast beneficial spells on the party, but will generally avoid melee herself if she can avoid it.

This Quest terminates if the **bard** is slain, or if she is separated from the party for any reason.

Wandering Bard

CR 2; **XP** 600; CN Female Human Bard 3

hp 12; **AC** 14; **Fort** +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Init +2; **Speed** 35 ft.; **Senses Perception** +1

Str 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18

BAB +2; **CMB** +3; **CMD** 16

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

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

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

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

Special Attacks Distraction, Fascinate

Prepared Bard Spells (CL 3rd):
1st – *adoration, cause fear, charm person, dancing lantern*
0th – *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*

Feats Deceitful, Dodge, Fleet

Skills Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +17, Diplomacy +10, Diplomacy (Perform (String Instruments)) +17, Disguise +12, Knowledge (History) +7, Knowledge (Local) +7, Perform (String Instruments) +17

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed

Possessions rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin

ABE-3: Temporarily Free for Hire

Crouched in the shadows, gnawing on a turkey leg, is a middle-aged man in crimson robes. He waves you over,

This is **Rhirem**, the mercenary evoker whom the party may already have encountered, most notably in the **Leaky Cask Tavern**. In the aftermath of the **Eruption**, he has suspended

his normal fee and will willingly accompany the party and cast spells on their behalf for the next **1d4-1** encounters, or until the PCs stop by any **place of sanctuary** (page 316).

Although this seems like an altruistic, harmonizing approach to the chaos, **Rhirem** remains Neutral Evil—he has simply calculated that this approach is the most likely way he can stay alive until he can escape the city. If an opportunity presents itself where he might benefit from betraying the party, he will take advantage of it immediately—but seeing as how all of the foes he and the PCs might face are chaotic, soulless, undead, or a combination thereof, it's not as though the spellcaster has many options to do so!

Rhirem

CR 2; **XP** 600; NE Male Human Evoker 3

hp 14; **AC** 11; **Fort** +0, **Ref** +2, **Will** +4

Init +1; **Speed** 30 ft.; **Senses Perception** +4

Str 7, **Dex** 12, **Con** 9, **Int** 19, **Wis** 13, **Cha** 12

BAB +1; **CMB** -1; **CMD** 10

Melee quarterstaff -1 (1d6-2/-2) or

Melee dagger -1 (1d4-2/19-20) or

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

Special Attacks Force Missile (1d4+1, 7x/day), Intense Spells

Prepared Wizard Spells (CL 3rd):
2nd – *acid arrow, elemental touch, flaming sphere*
1st – *magic missile (3x), shocking grasp*
0th – *acid splash, detect magic, light, read magic*

Feats Combat Casting, Elemental Focus (Fire), Fast Learner, Scribe Scroll

Skills Knowledge (Arcana) +10, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +4, Sense Motive +4, Sleight of Hand +2, Spellcraft +10, Survival +2, Use Magic Device +4

Special Qualities Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Wizard Spell (3x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School

Possessions quarterstaff; masterwork ring; scholar's outfit; dagger (2x); *wand of cure light wounds*; spellbook

ABE-4: Church Acolyte

A townsfolk approaches you. Underneath his tattered and grimy cloak, you catch a flash of clerical vestments. "Don't say nothing, please," he implores you. "Trying not to get a target on my back. There's some few of us, of Zugul, wandering about as though common citizens, helping where we can. Are you wounded, my friends?"

This is a **Zugul Church Acolyte** who tells a true story: he and a handful of his brethren are searching about, trying to help where they can. He has memorized **1d4** instances of *cure light wounds*; he will willingly cast all of these on any PC if they desire.

For more advanced difficulty levels (page 19), upgrade the spells to *moderate*, *serious*, or *critical wounds* spells.

Zugul Church Acolyte

CR 1/3; **XP** 135; LN Male Human Adept 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +3

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

BAB +0; **CMB** -1; **CMD** 10

Melee unarmed strike -1 (1d3-1)

Prepared Adept Spells (CL 1st):
1st – *bless, cure light wounds*
0th – *detect magic, light, read magic*

Feats Iron Will, Persuasive, Simple Weapon Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +4, Knowledge (Religion) +5

Special Qualities Bonus Feat, Humanoid Traits, Skilled

Possessions cleric's vestments

ABE-5: Uncannily Quiet Zone

You round a corner, and encounter... nothing. In a good way, that is: no hubbub, no monsters, no fireballs from the sky: nothing at all. It's a zone of eerily calm, amidst the craziness of the rest of the city. You innately feel as though you are safe here, somehow; that despite the proximity to the Obelisk and the cruel misfits it has brought forth, there is naught to disturb you for the moment.

The ebb and flow and general chaos generated by the **Dark Obelisk** occasionally align, and result in a strange calm: the eye in the storm. The party may rest and recover here, in a space of 20 ft. by 20 ft., without fear of random encounters.

It's a fleeting effect, however: **4d20** minutes after the party discovers the calm zone, the effect dissipates. It's presaged by a **feeling** in the PCs' stomachs that intuitively tells the party their peace is about to expire, **1 minute** before it does.

ABE-6: A Glint in the Darkness

In the bloody grime of the streets, you see a slight glimmer next to a dead body.

The half-elven corpse is of a **townsfolk**; the wounds suggest any number of different fates, but it's fairly clear the man was slain by one of the many **Forces of the Obelisk**.

Searching the body yields an unexpected treasure that may be of great use to the party.

Looted Corpse

potions of cure moderate wounds (3x); **12 pp**; **masterwork dagger** with jeweled hilt (**615 gp**); chain shirt; explorer's outfit (**10 gp**)

ABE-7: Solace from the Soulless

A middle-aged citizen in ordinary dress rounds the corner, and bumps into you. Breathless, she apologizes, and aims to make haste away from you.

This is a more or less panicked **Townsfolk** who is trying to run back to safety as quickly as possible. Locate the nearest **place of sanctuary** (p 127); that is her destination. She desperately does not want to linger; if the party delays her, they will have to do so by physically restraining her.

If the PCs attempt to slow her down or talk to her, she will say only that she must get to safety immediately, and tells the party of her destination, and that it is safe there.

From a strictly mercenary standpoint, the party benefits from knowing the location of at least one **place of sanctuary** as a result of this encounter. They may follow the lady if they wish; on their way, there will be no random encounters to impede their progress.

Aftermath General Encounters

These encounters represent an average level of challenge for the party.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ARE-1: Skeleton Attack

Roll on the following table to determine what manner of skeletons approach the party. Roll separately for each type of enemy; this means that there is a chance that **multiple** types of skeleton enemies will attack the PCs.

Table 9: Skeleton Attack Composition

Chance	Enemy	Description
60%	Human Skeletons	**2d4+2** Human Skeletons
40%	Skeleton Rogues	**2d4** Skeleton Rogues
15%	Skeleton Barbarians	**1d4** Skeleton Barbarians

Mindless and determined, skeletons of any nature will fight to the death.

Skeleton, Human

CR ½; **XP** 200; NE Male or Female Human (Skeleton) Undead 6

hp 35; **AC** 16; **Fort** +2, **Ref** +4, **Will** +5; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision**

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

BAB +4; **CMB** +7; **CMD** 19

Melee spear +7 (2H: 1d8+4/x3) or

Ranged spear (thrown) +6 (1d8+3/x3) or

Melee claw (w/o weapon) +7/+7 (1d4+3) or

Melee claw (w/weapon) +2 (1d4+1) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20) or

Melee broken scimitar +5 (1d6+1/18-20)

Feats Improved Initiative

Special Qualities Darkvision, Undead Traits

Possessions spear; broken chain shirt; dagger; broken scimitar

If any **Skeleton Rogues** are present in the assault, before the combat, make a **Perception** check on behalf of the PCs, opposed by each **Skeleton Rogue's Disguise** check; make a separate check for each **Skeleton Rogue**, but compare it to only one PC (the one with the greatest **Perception** skill). Failure on the part of the PCs means that **Skeleton Rogue** makes its first attack as a **Sneak Attack**.

FlexTable 14: Aftermath General Encounters

D%A	D%B	D%C	D%D	Result	Description
01-64	01-50	01-80	01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
65-70	51-65	81-85	11-40	**ARE-1**	Skeleton Attack; above
71-85	66-80	86-95	41-45	**ARE-2**	Townsfolk Encounter; p 134
86-95	81-90	96-99	46-70	**ARE-3**	Environmental Encounter; p 140
96-00	91-00	00	71-00	**ARE-4**	Creature Encounter; p 143

Skeleton Rogue

CR 1; **XP** 400; NE Male or Female Human (Skeleton) Undead 1 / Rogue 2

hp 20; **AC** 19; **Fort** +0, **Ref** +6, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 30 ft.; **Senses Perception** +6; **Darkvision**

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

BAB +1; **CMB** +3; **CMD** 17

Melee shortsword +4 (1d6+2/19-20) or

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

Ranged dagger (thrown) +4 (1d4+2/19-20) or

Ranged javelin +4 (1d6+2)

Special Attacks Sneak Attack 1d6

Feats Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))

Skills Climb +7, Disable Device +9, Disguise +6, Intimidate +6, Perception +6, Sense Motive +6, Swim +5

Special Qualities Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits

Possessions shortsword; dagger (2x); studded leather armor; javelin (2x)

Skeleton Barbarian

CR 2; **XP** 600; NE Male or Female Human (Skeleton) Undead 1 / Barbarian 3

hp 34; **AC** 17; **Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps; **DR** 5/bludgeoning; **Uncanny Dodge; Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 40 ft.; **Fast Movement; Senses Perception** +5; **Darkvision**

Str 15, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +3; **CMB** +5; **CMD** 118

Melee greatsword +5 (2H: 2d6+3/19-20) or

Melee claw (w/o weapon) +5/+5 (1d4+2) or

Melee claw (w/weapon) +0 (1d4+1) or

Melee broken scimitar +3 (1d6/18-20)

Special Attacks Knockback

Feats Dodge, Improved Initiative

Skills Climb +5, Intimidate +6, Perception +5, Survival +6

Special Qualities Darkvision, Fast Movement, Rage, Undead Traits

Possessions greatsword; broken chain shirt; broken scimitar

ARE-2: Townsfolk Encounter

Roll on the following table to determine the nature of the encountered townsfolk:

Table 10: Townsfolk Attack Composition

D%	Enemy	Description
01-35	Wounded Townfolk	See Quest "**Wounded Townsfolk**", below
36-45	Imperiled Townsfolk	See Quest "**Imperiled Townsfolk**", below
46-50	Maniacal Vagrant	See Quest "**Maniacal Vagrant**", p 136
51-65	Bandit!	See Event "**Bandit!**", p 102
66-75	Lend a Hand	See Quest "**Lend a Hand**", p 137
76-80	Bungled Mugging	See Quest "**Bungled Mugging**", p 103
81-85	Panicked Mob	See Quest "**Panicked Mob**", p 137
86-90	Suicidal Townsfolk	See Quest "**Suicidal Townsfolk**", p 138
01-95	This is Not Happening	See Quest "**This is Not Happening**", p 139
96-00	Drunk Harbinger	See Quest "**Drunk Harbinger**", p 140

Many of these quests and events involve **Townsfolk**, who have the following general profile:

Townsfolk

CR 1/3; **XP** 135; TN Male or Female Human Commoner 1

hp 6; **AC** 11; **Fort** +0, **Ref** +1, **Will** +0

Init +1; **Speed** 35 ft.; **Senses Perception** +6

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

BAB +0; **CMB** +0; **CMD** 11

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

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

Feats Alertness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +6

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled

Possessions dagger; peasant's outfit

Quest: Wounded Townsfolk

Summary: A group of wounded townsfolk sits tending their wounds. The party may aid them if they desire.

Rewards: **1** or **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A group of citizens sits huddled on the ground. Their drab clothing is stained here and there with mud and blood. As you approach, they appear to be attempting to tend their wounds... but it's clear they lack both supplies and skill.

3d6 Townsfolk are here. They have all been wounded, most in residual damage, others by **Forces of the Obelisk**. They will fight back, but only out of necessity; under no circumstances will they attack the party on their own initiative.

The party may help them, ignore them, or assault them.

If the party ignores them, then this quest ends without any real impact, though the GM is encouraged to consider penalizing any Good-aligned PCs (particularly **Paladins**) for ignoring a perfect opportunity to be of assistance to innocents.

Wounded Townsfolk (Ignore): Chaos +1

Ignoring the wounded innocents generates a **Catalyst Impact**: **Chaos +1**.

Helping the townsfolk can take two forms: healing them, and/or leading them to safety. Either act on its own merits a reward of **1 Reward Star**; combining the two is worth **2 Reward Stars**. (See "**Places of Sanctuary**", page 316.) Unless this quest occurs when the party is already within 20 ft. of one of these safe places, the GM is encouraged to roll at least once on the **Aftermath Random Encounters** table (page 319) en route.

Wounded Townsfolk (Aid): Law +1

If the party profers any degree of assistance, they produce a **Catalyst Impact** of **Law +1**.

Attacking what is obviously a group of beleaguered innocents should only be justifiable by a group of Evil-aligned PCs, and even then, the subsequent looting is paltry at best. The GM is encouraged to punish any non-Evil party in a manner deemed appropriate; one suggestion is to roll immediately on the **Aftermath Untouchable Encounters** table (page 392).

Wounded Townsfolk (Attack): Chaos +3

Picking a slam-dunk fight with wounded innocents creates a **Catalyst Impact**: **Chaos +3**.

This quest ends when the party moves on, either from slaying the townsfolk, ignoring them, healing them, or having escorted them to safety.

Quest: Imperiled Townsfolk

Summary: A group of townsfolk is set upon by monsters. The party may intervene or escape.

Rewards: **1, 2,** or **3 Reward Stars**, plus possible **XP** for defeating the monsters.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

2d8 Townsfolk scream as they are attacked by **Forces of the Obelisk**. Roll on the **Aftermath Encounters** table (page 322); if the result is a Quest or does not involve at least one monster, ignore the result, and roll again. When you have rolled a "monster result"; ignore everything in that encounter except for the monster(s) involved: those are the foes faced in this quest. For example, if you roll **ARE-1**, make the subsequent **2d4+2** roll to determine how many **Skeletons** are faced.

Whatever monster(s) rolled, these foes begin the encounter attacking the **Townsfolk**. They do not yet notice the PCs.

The party may help the **townsfolk**, flee to save themselves from the monsters, or hide, waiting for the monsters to kill the townsfolk so they can loot the bodies.

If the party ignores the townsfolk and **flees**, they may or may not be successful. Make a **Perception** check for the monster(s), opposed by the PC with the weakest **Stealth** skill; success for the monster means the party was noticed; it is up to the GM as to whether one or more monsters then set off to attack the PCs separately. If the party is weakened, and running low on resources, then fleeing is a viable and worthy option. If they sneak away successfully, then this quest ends, though at the GM's discretion, returning to the site of the incident will reveal a great deal of blood but no bodies... leaving the party to wonder what became of the poor townsfolk after the assault.

If the party is well-prepared, and still chooses to flee, the GM is encouraged to consider penalizing any Good-aligned PCs (particularly **Paladins**) for ignoring a perfect opportunity to be of assistance to innocents.

Imperiled Townsfolk (Ignore): Chaos +1

Ignoring the plight of imperiled innocents creates a **Catalyst Impact**: **Chaos +1**.

A party with one or more Good-aligned PCs in a condition where they are able to help should join the fray, fighting back the monsters in defense of the innocents. Should they succeed at defeating the enemy, the party should benefit from **1 Reward Star** in addition to the **XP** for the monsters themselves. Afterwards, if they heal or tend to any wounded townsfolk, they should gain the benefit of a second **Reward Star**. Finally, if the party is so inclined, they may lead the townsfolk to safety; doing so successfully should earn a third and final **Reward Star**. (See "**Places of Sanctuary**", p 127.) Unless this quest occurs when the party is already within 20 ft. of one of these safe places, the GM is encouraged to roll at least once on the **Aftermath Random Encounters** table (p 130) en route.

Imperiled Townsfolk (Defend): Law +2

Defending the **townsfolk**, whether successful or not, produc-

es a **Catalyst Impact** (page 41) of **Law +2**.

An Evil-aligned party may try to hide and wait out the attack, seeing if the monsters leave the bodies of their victims so the party might then loot them. Doing so requires stealth—make at least one initial **Perception** check for the monster(s), opposed by the PC with the weakest **Stealth** skill. Success for the monster is as described above; one or more of the monsters peels off from the townsfolk attack and targets the PCs.

Taking this "wait and loot" approach should merit significant punishment for a Good-aligned party—for example, rolling automatically on the **Aftermath Untouchable Encounters** table and having a much more formidable foe attack the waiting party!

Imperiled Townsfolk (Attack): Chaos +5

Murdering innocents who are already imperiled results in a **Catalyst Impact**: **Chaos +5**.

No matter what happens to the party while they hide, or the moral consequences inflicted by the GM's whim for their choice of action, the monsters do not leave much to reward the PCs: they are unquestionably more than a match for the townsfolk. Detail-oriented GMs may choose to roll out the encounter, but it's no contest: in a matter of rounds (say, **3d4**), the contest is over. Once the citizens have been slain, the monsters drag their bodies away, toward the site of the **Dark Obelisk** in **Town Square**. Scattered across the ground in the macabre wake is **2d20 cp** and a rusty **dagger**.

Revenants or other murder-motivated undead who happen upon the party later in the adventure may be sourced from this incident—in other words, the GM is encouraged to present select subsequent encounters as being re-animated townsfolk from this event.

This quest ends when the party moves on, either from waiting for the townsfolk to perish, fleeing from the scene, fighting back the monsters and/or healing them, and/or having escorted them to safety.

Quest: Maniacal Vagrant

Summary: A possibly-insane vagabond runs across the party; how they react determines how volatile the situation becomes.

Rewards: **1 Reward Star**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A man dressed in shabby, filthy rags is heard and smelt before he is seen. Rambling loudly and without heed for the possible dangerous attention he might attract, he careens around a corner and stumbles brashly into the party without barely noticing. His ramblings stop for a moment as he picks himself up off the ground, but he quickly returns to what seems to be a tirade against a mingled hodgepodge of topics. These include, but are not limited to: the establishment of government of any form; the impostion of law over beings of free will; the institution of marriage; those who flaunt the institution of marriage; women of low moral fiber; men of high self esteem; transgender elves who do not return the vagrant's earnest missives... and so on.

The party has a few options, here: they may extricate themselves from the bizarre man, they can attack him, or they can attempt conversation.

Attempting to leave the situation may be interpreted as a slight: roll a **D6:** on a **1-3**, the vagrant lets the party leave, and begins spewing his thoughts in an entirely different direction; on a **4-5**, he pursues the party, asking pointedly whether they agree with his beliefs or not; on a **6**, he misinterprets the PCs' movements as a threat, and attacks the nearest PC wildly.

Maniacal Vagrant (Ignore): Chaos +1

Trying to ignore the **vagrant**, no matter what his reaction, creates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Attacking the man is almost certainly an easy win for the PCs, as despite his vehemence and eccentricity, he is but a simple commoner after all. Aside from the standard possessions of a **Townsfolk**, his rags bear indecipherable scribblings and a broken piece of black charcoal which appears to have been used to compose them.

Maniacal Vagrant (Fight): Chaos +3

Whether forced into it, or if it is their first choice of action, battling the **vagrant** results in a **Catalyst Impact** of **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

Trying to speak with the man may bear some fruit: make a **Diplomacy** check, opposed by the vagrant's **Sense Motive** skill. Success for the party means they placate him, and may leave without further incident. Success by **5** points or more means they have gotten through to the man; not only does he let the PCs go, but he imparts a random piece of **Rumor and Lore** that is True (roll once on the table; if the result is not True, keep rerolling until a True result is obtained). Succeeding in this fashion should also grant the succeeding PC **1 Reward Star**.

Maniacal Vagrant (Talk): Love +1

Successfully talking the **vagrant** down produces a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The GM is encouraged to roleplay interactions with the **Maniacal Vagrant** if the gaming group is of a mind to have fun with the conversation. The quest ends if the vagrant is slain, if the party manages to escape him, or if they succeed in the aforementioned **Diplomacy** check.

Quest: Lend a Hand

Summary: The PCs come across a group of looters in the act.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Pick a retail establishment (e.g., **Textiles Shop**, **Butcher's Shop**, etc.) near the party's location. A group of **2d6 Townsfolk** are loitering about the building; some appear to be standing guard while others are randsacking the interior. It's pretty clear these townsfolk are in the act of looting the business, taking the opportunity of the chaos and abandoned building to collect what valuables they can.

Good-aligned PCs will likely want to approach the looters and get them to stop. Getting the looters to stop and take the party seriously, without violence, requires an initial **Diplomacy** or **Intimidate** check, opposed by the looters' **Bluff** check; failure means the party is simply ignored, and success means they stop and listen to what the PCs have to say. Next, perform a second **skill check** using the same two skills; failure means the looters return to looting immediately, but success this second time convinces the looters to cease their crime and disperse. This state should benefit the testing PC with **1 Reward Star**. If the party wishes, they may attempt a **third skill check**, this time with a **-2** circumstance penalty for the PCs; success will convince the looters to return any valuables they stole from this business; failure means the looters run away as quickly as possible. Success with this third check should merit a second **Reward Star** for the succeeding PC.

Lend a Hand (Talk): Law +2 / +4

Successfully talking the mob down creates a **Catalyst Impact** of **Law +2**; succeeding at the optional subsequent check to get them to return the stolen goods increases this impact to **+4**.

The party can simply ignore the looters. The noise made by the criminals, however, prompts a roll on the **Aftermath Random Encounters** table (p 130).

Lend a Hand (Ignore): Chaos +1

Letting him go entirely generates a **Catalyst Impact**: **Chaos +2**.

Evil-aligned PCs, or those with a particularly vicious sense of justice and law, might attack the looters. They are only **Townsfolk**, so the battle should easily sway in favor of the party; as soon as the first of their number falls in battle, the remaining looters will attempt to run away. The resulting fracas, however, necessitates a roll on the **Aftermath Random Encounters** table, using **Context D**.

Lend a Hand (Attack): Chaos +2

Attacking the mob results in a **Catalyst Impact**: **Chaos +2**.

This quest terminates if the looters disperse, if either of the **Aftermath Random Encounter** table rolls results in "no encounter", or once an encounter spawned via either of those rolls is resolved.

Quest: Panicked Mob

Summary: A swarm of agitated townsfolk approaches the party.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Shrieks and shouts, incoherent but urgent, presage the arrival of a host of **Townsfolk** in a **panicked** state.

(As a reminder, **panicked** creatures must drop anything they hold, and flee at maximum speed from the source of their fear—in this case, the **Dark Obelisk** in **Town Square**—as well as any other dangers they encounter, along a random path. They may not take any other actions. In addition, these characters take a **–2** penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature will cower, and does not attack, typically using the **total defense** action in combat.)

These **4d12** citizens are dressed in all manner of outfit and uniform—the mob even contains **1d6 Berinncorte Militia**! Representing all races and walks of life, the common folk in this mob are the panicked embodiment of "safety in numbers"; their shocked and chaotic state has resulted in what amounts to a sentient school of fish. It's unclear what, if anything, they are running **from**, and even if the PCs have discovered that there are indeed some scant locations in the city that might be considered **safe** (see **Places of Sanctuary**, p 127), it's obvious that the mob itself isn't headed in the direction of any of those places.

Astute and possibly Good-aligned PCs will swiftly come to the conclusion that without outside intervention, or a sudden moment of clarity, the panicked mob is doomed, as it's only a matter of time until the **Forces of the Obelisk** discover them.

The party may simply ignore the mob, trying to stay out of their way. Even this is not without peril: make an **Acrobatics** check for each PC, at a DC equal to half the number of citizens in the mob—so for example, if the mob consists of 30 townsfolk, the DC is 15. Success means that PC manages to dance out of the way or otherwise avoid the tumult; failure means the PC is knocked **prone**. Being knocked to the ground in this manner inflicts no damage (other than to one's pride), but the GM should immediately roll on the **Aftermath Random Encounters** table (p 130) to determine whether the mob was running away from a particular threat that has now followed them—or if perhaps the noise and chaos of the throng has attracted some attention. If an encounter is rolled on that table in this manner, it appears

soon after the mob has run away from the scene, leaving the PCs to deal with the encounter on their own.

Panicked Mob (Ignore): Chaos +2

Ignoring the mob, regardless of the consequences described above, also results in a **Catalyst Impact**: **Chaos +2**.

Daring PCs may try to subdue or talk sense into the mob, with an ultimate aim of guiding them to safety as opposed to letting them run rampant about the town. The old adage holds, however, that while individual people may be smart, mobs tend not to be! Before the mob rushes into the party, there's enough time for a single **Diplomacy** or **Intimidate** check, at a DC equal to half the number of townsfolk, minus 2. For example, if the mob is comprised of 24 citizens, the DC is 14. Failure means the mob tramples the party; make **Acrobatics** checks for each PC as described with the "ignore" option above, except that failure not only knocks a PC **prone** but inflicts **1d4** points of crushing damage as they are trodden upon by their fellow man.

Succeeding at this **Diplomacy**/**Intimidate** check gives the mob pause, and they slow to a stop. The party may at this point try and extricate themselves from the situation without additional risk (either of being knocked down, or attracting further encounters); doing so merits a single **Reward Star** for the PC who made the check.

Panicked Mob (Talk): Law +1

Successfully calming the mob creates a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Alternately, the PCs may attempt to esort the mob to safety at this point—see **Places of Sanctuary**. Along the way, the GM should roll at least once on the **Aftermath Random Encounters** table to determine if something interesting occurs en route. Note that the mob and the PCs will be traveling as a group, so any encounter that impacts the entire party will affect the mob as well—for example, a **Voidstorm** (p 142) may end up slaying many of the mob's members.

Successfully delivering at least one citizen to safety should generate an additional **Reward Star** for the party; this should apply to each individual PC if the group fought off at least one encounter along the way if no citizens were harmed.

Panicked Mob (Escort): Law +1, Love +3

Escorting members of the mob to safety generates a **Catalyst Impact** of **Law +1**, **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

The players and GM are encouraged to roleplay the interactions rather than simply roll dice and compare numbers, but the extent to which this is done, and the level of seriousness with which it is undertaken, will be a function of your gaming group and its personality!

This quest concludes once the mob rushes past the PCs, if the PCs leave the scene after talking the mob down, if the mob is slain, or if the mob is led to safety.

Quest: Suicidal Townsfolk

Summary: Some citizens have been driven almost insane by the Eruption, and have developed suicidal tendencies.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

For your average citizen of **Berinncorte**, not only life, but reality itself has been turned upside down in a handful of calamitous moments. It's enough to drive some to loot, others to viciousness... and some to insanity.

The PCs come across **1d4 Townsfolk** who are clearly not right in the head. They seem normal in dress and appearance, but their demeanor is just fundamentally **off**.

Driven to the brink of sanity by the events of the **Eruption**, these **townfolk** are doomed to try and kill themselves. How, exactly, depends on the actions of the PCs in these crucial first moments when they meet.

If the party ignores the **townsfolk**, or tries to leave, roll immediately on the **Aftermath Random Encounters** table; ignore any result that does not involve a monster, and keep rerolling until you get a result that involves at least one monster. If the encounter rolled describes the enemy as attacking the party, instead have the monster(s) appear, but at a slight distance. Before the party or the monster(s) can act, something snaps in the minds of the **townsfolk**, and they begin walking resignedly toward the menace. Even without a skill check, their intent is clear: commit suicide by walking into the face of certain doom.

Suicidal Townsfolk (Ignore): Chaos +1

Ignoring—or attempting to ignore—the **townsfolk** creates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

This scenario will all but force the hand of any Good-aligned PCs, who will feel compelled to intervene. If the party engages with the monster(s) in combat, it's enough to disrupt the suicidal thoughts of the **townsfolk** momentarily; they shamble off as the fight commences in earnest. The party should receive **1 Reward Star** for joining battle with the threat in defense of the innocent.

Suicidal Townsfolk (Defend): Law +2

Defending the **townsfolk** from the monster(s) produces a **Catalyst Impact** of **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Assuming the party is successful in the battle, they may leave the scene with no further impact, in which case this quest

ends.

Alternately, a PC may counsel the suicidal **townsfolk**; a "pep talk" conducted via a **Diplomacy** or **Intimidate** check at DC 13 will not fix them completely, but will at least help keep suicidal thoughts at bay for a while.

Truly thorough PCs may lead the **townsfolk** to **safety**; the recently-suicidal citizens will come willingly, and will not cause trouble en route. On the way, make a roll on the **Aftermath Random Encounters** table, using **Context C**, to determine if their journey is perilous. Successfully delivering at least one **townsfolk** to safety should benefit the party of **1** additional **Reward Star**.

Suicidal Townsfolk (Escort): Law +1, Love +2

There is a **Catalyst Impact** of **Law +1**, **Love +2** if the PCs escort any **townsfolk** to safety.

This stacks with other **Catalyst Impacts** for this Quest.

The party may attack the **townsfolk**, either out of greed for what paltry looting they might anticipate, or out of a somewhat perverse sense of giving the suicidal citizens what they appear to want. No matter the motive, the battle will be swift, as the citizens do not fight back (count them as **flat-footed** for the battle, or streamline it by assuming that it's straightforward to slit the throats of willing victims). The GM is encouraged to consider possible penalties for Good-aligned PCs who perform, or witness and do not stop, this approach.

In the hubbub of the slaughter, however, **Forces of the Obelisk** may take notice: make a roll on the **Aftermath Random Encounters** table, but use **Context B**, to represent the evil and chaotic nature of the action being taken, and the likelihood that such an act has of attracting foes. Needless to say, there is no additional treasure to be had other than the standard possessions of common **townsfolk**.

Suicidal Townsfolk (Attack): Chaos +3

Fighting the **townsfolk** results in a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest concludes if the **townsfolk** perish, if the remaining alive ones are delivered to safety, or if the party successfully leaves the scene.

Quest: This Is Not Happening

Summary: A citizen appears to be in complete denial about what has happened to the city, to his own possible peril.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The party happens upon a **townsfolk**, dressed nicely, and in what seem to be good spirits. It's a bizarre sight in a town that is partly destroyed, where fire rains from the darkened sky, and where monsters roam the streets freely.

The woman citizen spies the party, and hails them. If they approach, she greets them warmly, asking if they have any plans on this fine bright day. She herself, she tells them, plans on heading to **Town Square** to do some shopping, and maybe even see a show.

Since **Town Square** as it was no longer exists, this should give the PC some pause.

The GM is encouraged to have fun roleplaying the interaction with unquestionable sincerity; the players should interpret the woman as genuinely believing that things are completely normal, and conclude that her mind has warped around the calamity of the **Eruption** and this is her way of dealing with it as best as her sanity is able.

The party can hold a conversation on the woman's own terms, interact as though she were completely correct, and part ways with her as quickly as possible. One might consider the moral impact of such an approach on Good-aligned PCs: one might argue that there's no harm done, but if this delusional woman truly means to walk into **Town Square**, her doom is all but certain, and leaving her to this plan is equivalent to letting her die without trying to help. Aside from alignment penalties, which your gaming group may not even enforce or consider, there is no further impact... other than the woman's fate laying on the conscience of the party!

This Is Not Happening (Pretend): Chaos +1

Pretending as though the woman is acting in a normal fashion creates a **Catalyst Impact**: **Chaos +1**.

PCs wishing to help may try and talk sense into the woman. You can go through the motions of making a **Diplomacy** or **Intimidate** check, but such checks are at DC 28—representing the extent of damage to the mind and spirit of this citizen, and the intractability of her condition. Success should benefit all but the highest-level parties of **1 Reward Star** immediately; although this does not "fix" the citizen, it at least reminds her of enough danger to dissuade her from her suicidally-insane plan.

This is Not Happening (Talk): Love +1

Successfully talking the woman down creates a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Though good Samaritans may wish to escort the woman to **safety**. If the PCs have already been successful at the DC 28 skill check mentioned above, the woman will walk with the party willingly and without further complaint; otherwise, the PCs must first succeed at a DC 16 **Diplomacy** or **Intimidate** check to coerce her into following. The GM and players are encouraged to roleplay this interaction; one convincing approach is to suggest to the woman that they go and check out a good book, for example. Along the way, the party and their charge may suffer unwanted attentions: make a roll on the **Aftermath Random Encounters** table (p

130), but use **Context C**. Successfully delivering the woman to a **place of sanctuary** benefits the party of a further **1 Reward Star**.

This is Not Happening (Escort): Love +4

Going the extra mile, and escorting the poor woman to safety, results in a **Catalyst Impact** of **Love +4**.

This stacks with other **Catalyst Impacts** for this Quest.

It's theoretically possible that the party may simply attack the woman. She will fight back, though as she is a normal **townsfolk**, the combat should be brief and decisive in favor of the PCs. As soon as the party declares their intent to assault the poor innocent, however, the GM should roll on **Aftermath Random Encounters** table, but use **Context D**; any resulting encounter will intercede immediately, likely as the PCs are attacking the poor woman. Unless the party makes finishing the hapless innocent off their priority, the woman will flee safely as soon as the attentions of the PCs are diverted.

This Is Not Happening (Attack): Chaos +5

Fighting—and almost certainly slaying—a mentally unbalanced innocent produces a **Catalyst Impact**: **Chaos +5**.

This quest terminates when the woman is left to venture to **Town Square** on her own, if she dies, or if the party escorts her to safety.

Quest: Drunk Harbinger

Summary: A drunk stumbles about, spewing possibly-accurate rumors and lore.

Rewards: Rumors and Lore tidbits.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

An inebriated **townsfolk** stumbles around in front of the party. Whether the man was already drunk when the **Obelisk Erupted**, or if he turned to drink as a means of calming his burgeoning panic, it's unclear.

If the party ignores him or leaves, this quest terminates with no further impact. The man is harmless, and arguably better off than many other citizens who are forced to face the chaos that plagues the city without benefit of the drunken haze in which he finds himself. Notably, this generates zero **Catalyst Impact**.

The party can try to help him. No amount of skill checks or threats will sober the man up, however; if by chance some magic or other method is used to remove his impairment, he becomes single-minded in pursuit of more booze, and flees immediately to the **Leaky Cask Tavern**.

Drunk Harbinger (Help): Love +1

Offering, or trying, to help the drunk may not be successful, but nevertheless results in a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Another option is to simply listen. This is likely the most valuable for the party, as between rumor, gossip, and pure conjecture, the drunk is a veritable font of information. Make a secret roll on the **Rumors and Lore** table, and convey the information; it's unclear whether the tidbit is true or not, and the drunk himself isn't quite certain.

If the party then hangs around to listen further, make a roll on the **Aftermath Random Encounters** table, using **Context C**; if this results in an encounter, then the drunk disperses just as the encounter begins and is not further seen.

If the roll does **not** result in an encounter, make a further roll on the **Rumors and Lore** table, as above. Although your rolls are secret, and therefore the party may be ignorant of their possible peril, the PCs may continue to press their luck forever in this manner!

Drunk Harbinger (Listen): Love +1

Calmly listening to the madman creates a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

It's possible an Evil party may want to slay the drunk. Although he fights back, remember that he is **drunk**; out of simplicity, simply apply a **-2** penalty to all rolls the man makes (e.g., attack rolls, skill checks, etc.). As such, he's likely no match at all for the party, and will be defeated easily. If this attack is not consistent with the party's alignment and behavior, however, the GM is encouraged to roll on the **Aftermath Random Encounters** table, using **Context B**.

Drunk Harbinger (Attack): Chaos +3

Needlessly attacking the drunk produces a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest ends if the drunk dies, if any encounter is rolled, or if the party leaves the area.

ARE-3: Environmental Encounter

Roll on the following table to determine the nature of the environmental occurence:

Table 11: Encironmental Encounters

D%	Enemy	Description
01-35	Falling Timbers	See p 331.
36-50	A Small Spark	See Quest "**A Small Spark**", p 332.
51-65	Afterquake	See p 332.

D%	Enemy	Description
66-75	Fire Rain	See p 333.
76-85	Micro-Eruption	See p 332.
86-95	Fireball	See p 333.
96-00	Voidstorm	See p 333.

Falling Timbers

If this encounter is rolled while the party is not nearby a building of some sort, treat it as no result and ignore the quest.

A piece of the nearest building falls on the party. It doesn't matter if the most proximate building is one that hasn't suffered a great deal of obvious damage; remember that the **Obelisk Eruption** was a significant earthquake-level event, causing widespread structural impairment to even the most cosmetically-intact establishment.

There is a **30%** chance the falling debris is aflame; this makes it easier to spot as it falls, but causes more damage if it's not avoided.

Each and every PC is automatically engaged in the following **skill challenge:**

Falling Timbers

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 Acrobatics to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 Strength to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage, **and** necessitates performing this check again; success quits the challenge.

If each PC succeeds in at least one of these checks, the entire party benefits from **1 Reward Star.**

Quest: A Small Spark

Summary: The PCs notice that part of a building has caught fire. They may intervene, or ignore the incident.

Rewards: **1 Reward Star**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The PCs (randomize, or simply select the one with the highest **Perception** skill) see a fireball streak through the air and strike the nearest building. The smoking cinder appears to have inflicted no serious damage... but as the party watches, the husk of the object pulses, and a small fire starts.

Options at this point include doing nothing, or trying to quench the burgeoning flames.

Busy or disinterested PCs, or those weakened and in no mood to stick around any longer than necessary, can simply ignore the situation. This generates no reward, of course, but should also not inflict any penalty, regardless of the party's alignment: there are many fires and ruined building pieces in the city right now, and even the most stalwart and well-intentioned group of adventurers simply cannot solve everything!

A Small Spark (Ignore): Chaos +1

Knowingly ignoring a burgeoning fire creates a **Catalyst Impact**: **Chaos +1**.

Alternately, PCs can try and put the fire out. It's far from a blaze, so even something as minimal as slapping a standard-issue blanket atop the spark is sufficient to remedy the situation. Assuming that such an action is in keeping with the party's alignment and character, the PC who herself sets things right should be granted **1 Reward Star**... but immediately afterwards, the GM should roll on the **Aftermath Encounters** table, using **Context C**, to determine whether the incident has attracted the attention of **Forces of the Obelisk**.

A Small Spark (Quench): Law +1

Helping to put out a fire that may have caused a great deal of damage results in a **Catalyst Impact** of **Law +1**.

This quest ends if the party leaves the scene, or if they successfully put the fire out. No significant damage to the building in question is inflicted as a result of the fire, either way.

Afterquake

In the aftermath of the **Dark Obelisk's Eruption**, aftershocks and tremors continue to ravage the city of **Berinncorte**. This encounter reflects that such a seismic event has occurred.

Although the immediate impact is somewhat negligible—falling down is the worst that might be feared!—it may betoken a greater threat afterwards.

First, make a DC 17 **Acrobatics** check for each PC; any who fail are knocked **prone**.

Then, immediately roll on the **Aftermath Random Encounters** table (p 130), using **Context D**, to determine if the afterquake brings with it any other foes. Monsters introduced via this roll should appear immediately, while any PCs are still prone, and the first round of combat should commence with knocked-down characters still in that position of defenselessness.

Aside from the rewards associated with a possible encounter determined by the roll mentioned above, the **Afterquake** event itself brings with it no benefit.

Micro-Eruption

The ground quakes, and your world is shaken. Your vision blurs, and your nostrils burn, as the ground ruptures; fissures appear, glowing an ominous and malignant purplish-black beneath your feet.

This is a much smaller, isolated version of the **Dark Obelisk**

itself **erupting** in **Town Square**. Although the fissures will not grow large enough for any PCs to fall into, the incident should still be portrayed as a terrifying event.

Each and every PC is automatically engaged in the following **skill challenge**:

Micro-Eruption

First Check: DC 15 Perception to notice the ground cracking, and to step out of the way; success cancels subsequent checks.

Second Check: DC 16 Acrobatics to dance out of the way of the fissures; failure knocks the PC **prone**, and inflicts **1d4** points of electrical damage; success cancels subsequent checks.

Third Check: Another **DC 16 Acrobatics** to pick one's self up and move out of the way amidst the tremors; failure means the PC remains **prone**, **and** inflicts another **1d4** points of electricity damage, **and** necessitates performing this check again until successful or until assisted out of the way by a friendly PC; success quits the challenge.

If each PC succeeds in at least one of the first two checks, the entire party benefits from **1 Reward Star.**

Immediately after all PCs have attempted the **First Check**, roll on the **Aftermath Random Encounters** table, using **Context D**, to determine if the fissure brings with it any other foes. Monsters introduced via this roll should appear immediately, while any PCs are still prone, and the first round of combat should commence with knocked-down characters still in that position of defenselessness.

Aside from the rewards associated with a possible encounter determined by the roll mentioned above, the **Micro-Eruption** event itself brings with it no benefit.

Fire Rain

Airbrone ciders streak the sky above you. The smoke-trailing motes appear tiny, but sizzle the air about them with a malignant heat.

Define a 40 ft. by 40 ft. "target" with the PCs at its center; this is the area affected by the **Fire Rain**. Any creatures within this area during the **rain** will suffer fire damage.

For mechanical purposes, treat this as a **Trap** which attacks each PC, every round they remain in the **rain**. Note that "Fort with shield" indicates that any PC bearing a shield, and who passes a Fortitude check, suffers no damage that round. A PC bearing a **Tower Shield** may use it to protect themselves and one other creature of up to their own Size; the protected must still make and pass their own Fortitude save in order to zero-out the damage that round.

Fire Rain (CR 1)

Type Environmental; **Trigger** none; **Reset** n/a

Effect Atk +5 melee (1d8 fire; Fort DC 16 halves; Fort with shield negates)

The **Fire Rain** lasts for **2d12** rounds, but hopefully the party moves out of the way more quickly than the rain lasts!

There is no **XP** or other reward for this encounter.

Voidstorm

The air breaks open before your eyes, splitting reality asunder. It seems that an extremely isolated ribbon of existence has simply been ripped apart by a cosmic blade; beyond is a blackened and tumultuous field that your eyes have difficulty interpreting. Surrounding the void is what appears to be a hurricane, writ small, with tiny pellets of black and silver whipping around the phenomenon like a dread hailstorm.

A **voidstorm** is a hyper-localized weatherlike phenomenon caused by a conflux of order and chaos. Visually, it takes the form of a miniature hurricane or thunderstorm; instead of rain, however, there are micro-pellets of voidstone. The entire storm is harmful to living beings.

Define a 30 ft. by 30 ft. "target" with the PCs at its center; this is the area affected by the **Voidstorm**. Any creatures within this area during the **storm** will suffer electricity damage.

For mechanical purposes, treat this as a **Trap** which attacks each PC, every round they remain in the **storm**.

Voidstorm (CR 2)

Type Environmental; **Trigger** none; **Reset** n/a

Effect Atk +8 melee (2d6 electricity; Fort DC 18 halves)

The **Voidstorm** lasts **2d6** rounds, after which it collapses in upon itself with a reverberant *slurp* sound that leaves a clap of thunder in its wake. No other evidence of the storm remains afterward; the voidstone pellets are sucked back into the tear in reality.

There is no **XP** or other reward for this encounter, other than being able to share a very impressive story with tavern patrons that is ultimately not believed for a second.

Fireball

You hear a shrill noise pierce the air above you. With no further warning, a cinder sphere, ablaze in a brilliant heat, smashes into your party.

Though the fissures beneath the **Dark Obelisk** contain much in the way of horrid monsters, as well as a pathway back to their origin, there's also the fundamental nature of the Realm and the lava core underneath its terrain. The warped and chaotic magic that has made the **Eruption** possible, and sustains its presence, causes strange things to occur from a physical perspective.

In this scenario, such phenomena result in a **fireball** hurling through the air.

Treat this as a *fireball*, as per the spell, cast by a sixth-level sorcerer (CL 6), targeting the center of the party. Although the spell hits its target automatically, there's no sentience or intent behind the blast, so each PC is allowed a preliminary **Perception** check at DC 18 allows them to dodge out of the area before the fireball comes closer.

For those PCs who fail this initial check, a **Reflex** save at DC 14 halves the normal **6d6** points of fire-based damage that ensues.

There is no **XP** or other reward for this encounter, other than possibly avoiding damage!

ARE-4: Creature Encounter

Roll on the following table to determine the nature of the monsters faced:

Table 12: Creature Encounters

D%	Event	Description
01-08	**Giant Skelepede Attack**	See below
09-15	**Dark is the Night That Covers Me**	Dark Stalkers; see below
16-20	**Two Heads Are Better Than One**	Ettin; p 144
21-25	**Implacable Slurry of Doom**	Oozes; p 144
26-30	**Night's Terrible Wings**	Giant Vulture; p 145
31-35	**The Sound, That Awful Sound**	Howler; p 145
36-40	**A Taste for Flesh**	Ghouls; p 145
41-45	**Ogre, Ogre**	Ogre; p 145
46-50	**The Sting of Darkness**	Giant Scorpion or Scorpitaur; p 146
51-55	**Opportunistic Lycanthrope**	See Quest "**Opportunistic Lycanthrope**", p 146
56-60	**The Shadow Knows**	Shadow; p 148
61-65	**Dark Hound's Bay**	Shadow Mastiff; p 148
66-70	**Skeletaur Attack**	Skeletaur; p 149
71-75	**Skulking About**	Skulk; p 149
76-80	**Dark Fey's Rise**	Spriggan; p 149
81-85	**Ghosts of Townsfolk Past**	Townsfolk Ghosts; p 150
86-89	**Rats, But Slower**	Zombie Rats; p 150
90-96	**Zombie Townsfolk Shuffle**	Zombie Townsfolk; p 150
97-00	**Demonic Attack**	See **Demonic Attack**; p 151

Giant Skelepede Attack

Burrowing up through the ground, or simply scuttling along the ground, are **2d4+1 Giant Skelepedes**. They attack the party immediately, and fight without retreat.

They automatically catch the party by surprise and enjoy a **surprise round** of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Giant Skelepedes' Stealth** check.

There is no treasure to be found amongst the bones of the defeated monsters.

Giant Skelepede

CR ½; **XP** 200; NE Male or Female Vermin 1 / Undead 1

hp 11; **AC** 17; **Fort** +2, **Ref** +3, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 40 ft.; **Climb** 40 ft; **Senses Perception** +4; **Darkvision**

Str 9, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +0; **CMB** -1; **CMD** 12 (can't be tripped)

Melee bite +3 (1d6-1)

Special Attacks Poison (Injury; Save Fort DC 13; Frequency 1/round for 6 rounds; Effect 1d3 Dex damage; Cure 1 save)

Feats Improved Initiative, Weapon Finesse

Special Qualities Can't Be Tripped, Darkvision, Undead Traits, Vermin Traits

Dark is the Night That Covers Me

Lurking in the shadows of the city near the PCs are **1d4 Dark Stalkers**.

They automatically catch the party by surprise and enjoy a **surprise round** of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Dark Stalkers' Stealth** check.

Aside from the normal possessions carried by the party's foes, there is no treasure to be found amongst the bones of the defeated monsters.

Dark Stalker

CR 4; **XP** 1,200; CN Male or Female Dark Stalker Humanoid 6

hp 38; **AC** 16; **Fort** +4, **Ref** +9, **Will** +2; **Weakness** Light Blindness

Init +4; **Speed** 30 ft.; **Senses Perception** +8; **See in Darkness**

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

BAB +4; **CMB** +6; **CMD** 20

Melee sword (short) +8 (1d6+2/19-20) or

Melee dagger +8 (1d4+2/19-20) or

Ranged dagger (thrown) +8 (1d4+2/19-20)

Special Attacks Death Throes (DC 15), Sneak Attack 3d6

Innate Spell-Like Abilities:
At Will – *deeper darkness, detect magic, fog cloud*

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5

Special Qualities Humanoid Traits, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness

Possessions leather armor; shortsword (2x); dagger; poison (black smear, 6x)

Two Heads Are Better Than One

A grumble, a snort, and a thudding sound herald the arrival of the party's latest foe: a solitary **Ettin**, who is stalking through the city streets in search of meat and entertainment. The party qualifies as both, so the **Ettin** launches into combat immediately upon seeing the PCs.

If any member of the party passes a passive **Perception** check opposed by the **Ettin's Stealth** check, the PCs hear the approach of the lumbering creature before it knows of them, and they gain the advantage for a **surprise round** of combat.

Aside from the normal items borne by the **Ettin**, there is no loot to be gained from this encounter; however, given the somewhat escalated difficulty of the **Ettin** as a random encounter, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster.

Ettin

CR 6; **XP** 2,400**;** CE Male or Female Humanoid 10

hp 63; **AC** 18; **Fort** +9, **Ref** +2, **Will** +5;

Init +3; **Speed** 40 ft.; **Senses Perception** +12; **Low-Light Vision**

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

BAB +7; **CMB** +14 (+16 vs. overrun); **CMD** 23 (25 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +5/+0 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12,

Possessions flail (large); javelin (2x, large); leather armor (large)

Implacable Slurry of Doom

Roll on the following table to determine the nature of the ooze-based attack:

Table 13: Ooze-Based Encounters

D%	Enemy	Description
01-50	Garden Ooze	1d4 Garden Oozes
51-80	Gelatinous Cube	1d4 Gelatinous Cubes
81-00	Gray Ooze	1d2 Gray Oozes

Unless the party is blatantly flauting the danger posed by the post-**Eruption** environs of the city, they automatically see their slushy, translucent foe first, and thus gain a **surprise attack** round to initiate combat (or alternately, to get a head start on fleeing the danger!).

There is no treasure to be found following this encounter; however, given the somewhat escalated difficulty of the creatures as a random encounter, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster(s).

Garden Ooze

CR 2; **XP** 600**;** TN Male or Female Ooze 3

hp 16; **AC** 14; **Fort** +3, **Ref** +4, **Will** -4; **Immune** Acid, Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attachs, Stunning

Init +3; **Speed** 20 ft.; **Climb** 20 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 11, **Dex** 16, **Con** 15, **Int** *, **Wis** 1, **Cha** 2

BAB +2; **CMB** +1; **CMD** 14

Melee slam +3 (1d4

Feats none

Skills none

Special Qualities Acid, Blindsight, Camouflage, Ooze Traits, Stink

Gelatinous Cube

CR 3; **XP** 800**;** TN Male or Female Ooze 4

hp 55; **AC** 4; **Fort** +9, **Ref** -4, **Will** +4; **Immune** Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning

Init -5; **Speed** 15 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 10, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1

BAB +3; **CMB** +4; **CMD** 19 (can't be tripped)

Melee slam +2 (1d6)

Special Attacks Acid, Engulf, Paralysis

Feats none

Skills none

Special Qualities Blindsight, Can't Be Tripped, Ooze Traits, Transparent

Gray Ooze

CR 4; **XP** 1,200**;** TN Male or Female Ooze 4

hp 50; **AC** 5; **Fort** +9, **Ref** -4, **Will** -4; **Immune** Cold, Critical Hits, Fire, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning

Init -5; **Speed** 10 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 16, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1

BAB +3; **CMB** +6 (+10 grapple); **CMD** 11

Melee slam +6 (1d6+4)

Special Attacks Acid (DC 20), Constrict (1d6+1), Grab

Feats none

Skills none

Special Qualities Blindsight, Ooze Traits, Transparent

Night's Terrible Wings

So many citizens keep their eyes and heads down, or at best levelled at their fellow street travelers. Most forget that in times of true terror, foes may come from on high in the third dimension. As a result, they may miss the signs that herald an attack by **1d4 Giant Vultures**.

PCs may attempt a passive **Perception** check, opposed by the **Giant Vulture's Stealth** check; the PCs take a **-4** circumstance penalty for not being in the habit of scanning the skies. Failure on the part of all PCs means the **Vulture**(s) gain the advantage of a **surprise round** of combat.

The vulture(s) bear no treasure.

Giant Vulture

CR 4; **XP** 1,200; TN Male or Female Animal 5

hp 38; **AC** 17; **Fort** +8, **Ref** +6, **Will** +3

Init +6; **Speed** 10 ft.; **Fly** 50 ft (Average); **Senses Perception** +18; **Low-Light Vision**

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

BAB +3; **CMB** +10; **CMD** 22

Melee bite +8 (2d6+6)

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Perception +18

Special Qualities Animal Traits, Diseased, Low-Light Vision

That Sound, That Awful Sound

1d4 Howlers attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Howlers' Stealth** check. Failure on the part of all PCs means the **Howler**(s) spot the PCs first, and benefit from a **surprise round** of combat.

The howler(s) bear no treasure.

Howler

CR 3; **XP** 800; CE Male or Female Outsider 5

hp 43; **AC** 15; **Fort** +6, **Ref** +6, **Will** +3; **Quill Defense**

Init +6; **Speed** 60 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11

BAB +5; **CMB** +10; **CMD** 22 (26 vs. trip)

Melee bite +8 (1d8+4) or

Melee quills +3 (1d4+2)

Special Attacks Howl, Pain (quills, quill defense)

Feats Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)

Skills Acrobatics +10, Climb +12, Perception +13, Stealth +6

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits,

A Taste for Flesh

With a shamble and a leap, **2d6 Ghouls** attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Ghouls' Stealth** check. Success on the part of at least one PC means they spot the **Ghouls** first, and may fight a **surprise round** of combat before their foes join the fray fully.

The **Ghoul**(s) bear no treasure.

Ghoul

CR 1; **XP** 400; CE Male or Female Undead 2

hp 7; **AC** 14; **Fort** +2, **Ref** +2, **Will** +5; Channel Resistance +2; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 13, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14

BAB +1; **CMB** +2; **CMD** 14

Melee bite +3 (1d6+1) or

Melee claw +3/+3 (1d6+1)

Special Attacks Disease, Paralysis

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Special Qualities Darkvision, Undead Traits

Ogre, Ogre

1d4 Ogres assault the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Ogres' Stealth** check. If at least one PC succeeds, they spot the **Ogres** first, and may fight a **surprise round** of combat before their foes join the fray fully.

The **Ogres** bear no treasure aside from their possessions.

Ogre

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 32; **AC** 17; **Fort** +6, **Ref** +0, **Will** +3

Init -1; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**; **Darkvision** 60 ft.

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Melee greatclub (large) +7 (2H: 2d8+7) or

Ranged javelin (large) +1 (1d8+5)

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision

Possessions greatclub (large); hide (large); javelin (large) (x4)

The Sting of Darkness

A group of scorpion creatures attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 14: The Sting of Darkness Encounter Composition

Chance	Event	Description	Additional Reward
01-60	Giant Scorprions	1d4 Giant Scorprions	1 Reward Star
61-90	Scorpitaurs	1d4 Scorpitaurs	1 Reward Star
91-00	Combination Forces	1d2 Scorpitaurs plus 1d2 Giant Scorpions	2 Reward Stars

Both types of enemy represent a solid threat; in quantity or in combination, they represent a potentially major challenge to parties of any difficulty scale. As a result, the GM is encouraged to consider an additional reward on top of the usual **XP** award for defeating the monster(s) involved.

The scuttling and clacking of pincers tends to be somewhat noticeable; before combat begins, make a passive **Perception** check on behalf of each PC, opposed by the monsters' **Stealth** check. If at least one PC succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully.

The monsters bear no treasure.

Giant Scorprion

CR 3; **XP** 800; TN Male or Female Vermin 5

hp 40; **AC** 16; **Fort** +7, **Ref** +1, **Will** +1; **Immune** Mind-Affecting Effects

Init +0; **Speed** 50 ft.; **Senses Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.

Str 19, **Dex** 10, **Con** 16, **Int** *, **Wis** 10, **Cha** 2

BAB +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Melee claw +6/+6 (1d6+4) or

Melee sting +6 (1d6+4)

Special Attacks Constrict (2d6+4), Grab, Poison (DC 17)

Feats none

Skills none

Special Qualities Darkvision, Tremorsense, Vermin Traits

Scorpitaur

CR 4; **XP** 1,200; TN Male or Female Monstrous Humanoid 4

hp 42; **AC** 20; **Fort** +3, **Ref** +6, **Will** +6

Init +6; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

BAB +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Melee longsword +5 (1d8+2/19-20) or

Melee heavy steel shield (large) +5 (1d6+2) or

Melee spear +5 (2H: 1d8+3/x3) or

Ranged spear (thrown) +5 (1d8+2/x3) or

Melee hoof +0/+0 (1d6+1) or

Melee sting +6 (1d6+4)

Feats Improved Initiative, Run

Special Attacks Poison (DC 17)

Skills Diplomacy +5, Intimidate +6, Knowledge (Nature) +4, Perception +7, Survival +9

Special Qualities Darkvision, Monstrous Humanoid Traits, Undersized Weapons, Poison

Possessions breastlate (large); longsword; heavy steel shield (large); spear

Quest: Opportunistic Lycanthrope

Note: The title of this encounter gives away a good deal of its nature, which should **not** be apparent to the PCs at first. The GM is encouraged to read through this encounter in its entirety before running it for the first time.

Summary: A werewolf, suffering from the unpredictable effects of the **Dark Obelisk**, masks his deeds by pretending to be a victim himself.

Rewards: **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Among the many side effects introduced by the presence of the **Dark Obelisk**, one impacts lycanthropes in particular (p 128), causing erratic behavior, spontaneous transformations, and general instability in their already-unstable existances.

One such werewolf, an afflicted lycanthrope, normally keeps his curse under a modicum of control, and attempts to be an otherwise normal citizen. In the presence of the **Obelisk**, however, his control has suffered, and even in the short time since the **Eruption**, he has seen terrible things, and has real-

ized that it was he himself who did the deeds.

Uncertain as to how to regain control, and lacking options amidst the chaos in which the city finds itself, the man has chosen to blame others. Every time he transforms and enacts a heinous deed, he takes steps to frame someone else. While this is often hurried and barely effective, he's thus far been successful at eluding justice.

It is in this state of mind and action that the PCs discover the man, in human form, slumped next to the corpse of a man and a woman (count these two as **Townsfolk**).

You see three bloodied humans, in sitting positions and slumped against the wall. All three—two men and a woman—bear obvious wounds, though their nature or origins are not immediately apparent. The man on the left stirs, and looks about him in a daze. Beholding the party, he cowers defensively, holding his hands up and squinting away, as though even making eye contact would be the death of him.

The man will allow himself to be calmed, and will speak with the party. He says that he was fleeing with the other two, trying to find safety, when all three of them were set upon by a furry monster with the visage of a slavering hound. Claws met steel as the three humans tried to defend themselves, but the beast was stronger, and soon all three were defeated. The man still alive—he calls himself **Clay**, if asked—passed out, sure of his own death, but heard a commotion and an attack. Looking about him, and finding himself alive and all three of them uneaten, he concludes that the beast was chased off by the **Militia**, or some other do-gooder.

The PCs may offer to heal him: he waves off this support, saying that he will be on his way as soon as he recovers from the shock. In addition to, or instead of, this approach, the party may offer to escort him to **safety** (page 316); Clay will also decline this assistance, saying that he has to meet up with others before he can pursue a haven. If the PCs cast healing spells on him despite or before his protests, make a passive **Heal** or **Perception** check for the casting PC; success reveals to that PC that the spell appears to have had little effect, suggesting either that the spell failed, or that Clay was not damaged to begin with, despite his story.

In reality, Clay wants to be free of the party's involvement as quickly as possible, before his control suffers again, and his secret is revealed; getting out of the area **without** the PCs is his top priority. His behavior in the face of such sane and helpful offers may help give the PCs pause and increase their suspicions as to what exactly is happening here.

The party has some options at this point.

They may be skeptical about Clay's story, or simply curious as to more detail. An intentional **Heal** or **Survival** check at DC 18 will suggest that the wounds of the three "victims" are not identical. While the dead humans' wounds do indeed seem to be from claw attacks, Clay's marks are shallower, and angled oddly. Passing an additional **Heal** check at DC 22 will convince a PC that Clay's wounds might even be self-inflicted.

The party may accept Clay's story without further discussion, and be on their way. Leaving the scene in this manner ends the quest, and neither benefits the party nor merits punishment; Clay simply gets away with murder and the party is none the wiser. Notably, this doesn't produce a **Catalyst Impact**.

Although the three humans don't appear to be nobility, Clay himself bears some nice arms and armor. Evil or ruthlessly opportunistic PCs may choose to attack Clay while he is weakened, hoping to scavenge some loot; they will soon discover him to be at full health and undamaged, and ready to defend himself as needed. On top of that, between the commotion of Clay's attack and this battle the PCs now pick, attention may be attracted to the area: roll on the **Aftermath Encounter** table, using **Context B**. Defeating Clay and any encounter that is rolled will end this quest.

Opportunistic Lycanthrope (Attack): Chaos +1

Choosing to pick a fight with the admittedly not-so-innocent **Clay** will have a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Backed up by their **skill check(s)** above or simply by intuition alone, the PCs may accuse Clay of not being forthright with them. He gets defensive, and asks the party to leave him be, in a tone a bit too gruff and rude for someone just awakened from what they believed to be a certain death. Make a **Diplomacy** or **Intimidate** check, opposed by Clay's **Intimidate** skill (note that this might normally be a **Bluff** opposition, but Clay's personality and his intent here merit the use of his more favorable skill). Failure means Clay feels he's cornered, without options: he attacks the party immediately; defeating him yields the normal **XP** award, plus **1 Reward Star** for having partly uncovered the truth. The PCs are left to their own conclusions as to what truly happened here with the deceased couple, who bear no interesting treasure.

Success means the party has convinced Clay to admit the truth: he dejectedly shares his secret, and tells the PCs that he has been "accidentally" murdering citizens and slaying monsters ever since the **Obelisk Erupted**. He doesn't defend his actions, but does claim that he lacks the control he is normally able to exert. He asks for mercy, and aid, if the party has it, but accepts his fate if the party decides to turn him in to the **Militia**.

Opportunistic Lycanthrope (Talk): Law +1

Getting **Clay** to admit to the truth produces a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** for this Quest.

Turning him in to the **Militia** will be more challenging than it seems. First, the **Militia** has much more to contend with than a single errant lycanthrope. Second, while Clay in human form is apologetic and (eventually) forthright about his actions, the instability of his curse almost guarantees his transformation between here and turning him in, which will force the PCs to either let him go, or kill him.

Opportunistic Lycanthrope (Turn In): Law +2

Turning **Clay** in to the **Militia** results in a **Catalyst Impact** of **Law +2.**

This stacks with other **Catalyst Impacts** for this Quest.

Deciding to slay him on the spot for his crimes will immediately trigger Clay's transformation, and the PCs will have a fight on their hands. The commotion may summon other events; roll on the **Aftermath Encounter** table (page 319), but use **Context C**.

The party may instead decide to simply let Clay go, even if it's not their favorite choice. PCs of any alignment will find this a difficult decision: there's no easy law-abiding way of ensuring Clay answers for his crimes or even is prevented from committing more of them!

Opportunistic Lycanthrope (Let Him Go): Love +3, Chaos +1

Discovering the truth about **Clay**, and letting him go, has a compound **Catalyst Impact** of **Love +3** and **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Whatever their decision, the party should benefit from **2 Reward Stars** for uncovering the truth of the matter.

Werewolf (Human Form)

CR 2; **XP** 600; CN Male or Female Human (Natural Werewolf) Fighter 2

hp 19; **AC** 17; **Fort** +5, **Ref** +1, **Will** +2; +1 Will vs. fear

Init +5; **Speed** 20 ft.; **Senses Perception** +4; **Scent; Low-Light Vision**

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

BAB +2; **CMB** +5; **CMD** 16

Ranged crossbow (light) +3 (1d8/19-20) or

Melee longsword +5 (1d8+3/19-20)

Special Attacks Curse of Lycanthropy

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +3, Intimidate +4, Perception +4

Special Qualities Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled

Possessions chainmail; longsword; light crossbow; crossbow bolts (20x)

Werewolf (Hybrid Form)

CR 2; **XP** 600; CE Male or Female Human (Natural Werewolf) Fighter 2

hp 22; **AC** 18; **Fort** +7, **Ref** +2, **Will** +2

Init +6; **Speed** 35 ft.; **Senses Perception** +4; **Scent; Low-Light Vision**

Str 19, **Dex** 15, **Con** 19, **Int** 8, **Wis** 14, **Cha** 8

BAB +2; **CMB** +6; **CMD** 18

Ranged crossbow (light) +4 (1d8/19-20) or

Melee longsword +6 (1d8+4/19-20) or

Melee bite +1 (1d6+2)

Special Attacks Curse of Lycanthropy; Trip

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Special Qualities Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled

Possessions chainmail; longsword; light crossbow; crossbow bolts (20x)

The Shadow Knows

In the dim light of the city's alleyways, a dark shape moves, shifts subtly.

Each PC may make a passive **Perception** check opposed by the **Shadow's Stealth** check; failure on the part of all PCs indicates that the enemy gains the advantage of a **surprise round** of combat.

There is no treasure to be gained from this encounter aside from the usual **XP** award; however, given the somewhat escalated difficulty of the **Shadow** as a random encounter, particularly for low-level parties, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster.

Shadow

CR 3; **XP** 800; CE Male or Female Undead 3

hp 23; **AC** 15; **Fort** +3, **Ref** +3, **Will** +4; Channel Resistance +2; **Incorporeal; Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed Fly** 40 ft. (Good); **Senses Perception** +8; **Darkvision** 60 ft.

Str *, **Dex** 14, **Con** *, **Int** 6, **Wis** 12, **Cha** 15

BAB +2; **CMB** +4; **CMD** 17

Melee incorporeal touch +4 (1d6)

Special Attacks Create Spawn, Strength Damage

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8

Special Qualities Darkvision, Incorporeal Traits, Undead Traits

Dark Hound's Bay

A hound bays, terrible and eerie in the chaotic post-Eruption landscape of the city's shade. Whether it's nearby, or far away, you cannot say, but it chills you to the bone.

A single **Shadow Mastiff** stalks the party from afar.

The party may attempt a single **Perception** check opposed by the **Shadow Mastiff's Stealth** check; success on the part of the party indicates that they benefit from a **surprise**

round of combat.

No treasure remains in the aftermath of the encounter. However, the CR of this encounter is likely a bit out of scale with the party's abilities, particularly for low-level parties. As a result, the GM is encouraged to grant them an additional **1 Reward Star** (**2 Reward Stars** for first-level parties) in addition to the standard **XP** gained for defeating the monster.

Shadow Mastiff

CR 5; **XP** 1,600; NE Male or Female Outsider 6

hp 42; **AC** 19; **Fort** +8, **Ref** +7, **Will** +3

Init +2; **Speed** 50 ft.; **Senses Perception** +10; **Darkvision** 60 ft.

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

BAB +6; **CMB** +10; **CMD** 23

Melee bite +10 (1d8+4) or

Melee tail slap +10 (1d6+4)

Special Attacks Trip

Feats Combat Reflexes, Dodge, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Bluff +9, Perception +10, Sense Motive +5, Stealth +11

Special Qualities Aligned (Evil), Bay, Darkvision, Outsider Traits, Shadow Blend

Skeletaur Attack

With a beastly roar and thudding hoofstomps, what appears to be a skeletonized minotaur wielding a greataxe walks toward you.

A **Skeletaur** wades directly into combat with the PCs. Between the monster's keen awareness, and the obvious noise it makes, neither party has a chance to gain the element of surprise.

Aside from the beast's equipment and usual **XP** award, there is no loot to be had from this encounter.

Skeletaur

CR 4; **XP** 1,200; NE Male or Female Minotaur (Skeleton) Humanoid 6 / Undead 1

hp 34; **AC** 21; **Fort** +4, **Ref** +6, **Will** +7; **DR** 5/bludgeoning; Natural Cunning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +5; **Speed** 30 ft.; **Senses Perception** +10; **Darkvision** 60 ft.

Str 19, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +6; **CMB** +11 (+13 bullrush); **CMD** 22 (24 vs. bullrush)

Melee gore (primary) +9 (1d6+4) or

Melee gore (with weapon attack) +4 (1d6+2) or

Melee greataxe (large) +9/+4 (2H: 3d6+6/x3)

Special Attacks Powerful Charge (2d6+6)

Feats Armor Proficiency, Light, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +8, Intimidate +9, Perception +10, Stealth +1, Survival +13, Swim +8

Special Qualities Darkvision, Monstrous Humanoid Traits, Undead Traits

Possessions chain shirt (large); greataxe (large)

Skulking About

With a shamble and a leap, **2d6 Skulks** attack the party.

On behalf of the party, make a single **Perception** check, opposed by the **Skulks' Stealth** check. Failure means the **Skulks** execute a round of **surprise attack**.

The **Skulks** bear no treasure aside from their weapons.

Skulk

CR 1; **XP** 400; CE Male or Female Humanoid 3

hp 14; **AC** 12; **Fort** +2, **Ref** +5, **Will** +3

Init +6; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**

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

BAB +2; **CMB** +2; **CMD** 14

Melee dagger +2 (1d4/19-20) or

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

Melee sword (short) +2 (1d6/19-20)

Special Attacks Sneak Attack 1d6

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16

Special Qualities Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision

Possessions daggers (2x); shortsword

Dark Fey's Rise

Grimy, hunched, gnome-like figures lumber toward you, wielding crossbow and morningstars. The smell of unwashed exertion and something fouler precedes them, as they seem to grow larger before your eyes.

2d4 Spriggans attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Spriggans' Stealth** check. Failure on the part of at the PCs mean the dark folk may make a round of ranged **surprise attack** before combat truly begins, shooting at the party with their crossbows from the shadows.

The **Spriggans** bear no treasure aside from their equipment.

Spriggan

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 22; **AC** 17; **Fort** +5, **Ref** +5, **Will** +1

Init +4; **Speed** 20 ft.; **Senses Perception** +7

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

BAB +3; **CMB** +1; **CMD** 15

Ranged crossbow (light/small) +8 (1d6/19-20) or

Melee masterwork morningstar (small) +5 (1d6-1)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
At Will – *flare (DC 10), scare (DC 12), shatter (DC 12)*

Feats Combat Reflexes, Weapon Focus (Morningstar)

Skills Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15

Special Qualities Humanoid Traits, Size Alteration, Spriggan Magic, Spriggan Skills

Possessions leather armor (small); masterwork morningstar (small); light crossbow (small); crossbow bolts (10x)

Ghosts of Townsfolk Past

In the distance, you see what appears to be a mob of townsfolk gathered. Wordlessly, they turn, and approach; it takes a second or two for you to realize that they are floating towards you, not walking... and that their bodies are translucent.

3d8 Townsfolk Ghosts drift toward the party.

The PCs automatically have the advantage of a **surprise round** of combat, which they may use to attack, prepare, or attempt escape.

For low-level parties without ready access to magical weaponry, the GM is encouraged to award an additional **2 Reward Stars** if they defeat these enemies.

The **Townsfolk Ghosts** yield no loot in the wake of the encounter.

Townsfolk Ghost

CR 1; **XP** 100; TN Male or Female Human (Ghost) Commoner 1

hp 10; **AC** 13; **Fort** +2, **Ref** +1, **Will** +0; Channel Resistance +4; Incorporeal; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +1; **Speed** 35 ft.; **Fly** 30 ft. (Perfect); **Senses Perception** +14; **Darkvision** 60 ft.

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

BAB +0; **CMB** +1; **CMD** 13

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

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

Special Attacks Corrupting Touch

Feats Aletness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +14

Special Qualities Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits

Possessions dagger; peasant's outfit

Rats, But Slower

Slowly, a bizarre assortment of tattered, zombified rodents scuffles toward you, teeth bared and claws flashing.

1d4 Zombie Rat Swarms attack the party, and fight to the death.

They automatically catch the party by surprise and enjoy a **surprise round** of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Dark Stalkers' Stealth** check.

There's nothing of interest or value to discover amidst the corpses.

Zombie Rat Swarm

CR 2; **XP** 600; NE Male or Female Rat Swarm (Zombie) Animal 3

hp 2; **AC** 13; **Fort** -1, **Ref** +4, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage

Init +5; **Speed** 15 ft.; **Climb** 15 ft.; **Swim** 15 ft.; **Senses Perception** +8; **Low-Light Vision; Darkvision** 60 ft.; **Scent**

Str 4, **Dex** 13, **Con** *, **Int** 2, **Wis** 13, **Cha** 2

BAB +2; **CMB** +1; **CMD** 8 (can't be tripped)

Melee slam +1 (1d3-3) or

Melee swarm (1d6)

Special Attacks Disease, Distraction (DC 11)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +5, Perception +8, Stealth +13

Special Qualities Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits

Zombie Townsfolk Shuffle

A mob of townsfolk turns the corner. After a moment, you notice they have a shambling gait, and their stare is unsettlingly unearthly.

3d6 Zombie Townsfolk assault the party, and fight to the death.

Make a **Perception** check on behalf of each PC, opposed

by the **Zombies' Stealth** check; success means the PCs may enjoy a **surprise round** of combat as they catch their foes off guard.

Aside from the weapons and clothes borne by the **Zombie Townsfolk**, there's nothing of value to be found in the aftermath.

Zombie Townsfolk

CR ½; **XP** 200; NE Male or Female Commoner 1 / Undead 1

hp 11; **AC** 12; **Fort** +0, **Ref** +0, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +0; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

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

BAB +0; **CMB** +1; **CMD** 11

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

Ranged dagger (thrown) +0 (1d4+1/19-20) or

Melee slam +1 (1d6+1)

Feats Alertness, Fleet, Toughness

Skills Climb +5, Knowledge (Local) +1, Perception +7

Special Qualities Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits

Possessions dagger; peasant's outfit

Demonic Attack

A host of demons attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 15: Demonic Attack Encounter Composition

Chance	Event	Description	Additional Reward
01-30	Dretch Demon	1d4 Dretch Demons	1 Reward Star
31-60	Quasit Demon	1d4 Quasit Demons	1 Reward Star
61-90	Schir Demon	1d2 Schir Demon(s)	2 Reward Stars
91-00	Combination Force	1d2 Dretch Demon(s) plus 1d2 Schir Demon(s)	2 Reward Stars

All types of enemy represent a significant threat; in quantity or in combination, they represent a major challenge to parties of any difficulty scale (page 19). The GM is therefore encouraged to consider an additional reward on top of the usual **XP** award for defeating the monster(s) involved.

Make a single passive **Perception** check on behalf of the party, opposed by the highest **Stealth** value of the monster(s) involved. If the party succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully.

The monsters bear no treasure aside from their equipment.

Dretch Demon

CR 2; **XP** 600; CE Male or Female Outsider 2

hp 20; **AC** 14; **Fort** +5, **Ref** +0, **Will** +3; **DR** 5/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10

Init +0; **Speed** 20 ft.; **Senses Perception** +5; **Darkvision** 60 ft.

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

BAB +2; **CMB** +2; **CMD** 12

Melee bite +4 (1d4+1) or

Melee claw +4/+4 (1d4+1)

Innate Spell-Like Abilities:
1x/Day – *cause fear (DC 11), stinking cloud (DC 13), summon monster I (1 dretch 35%)*

Feats Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, Telepathy 100 ft.

Schir Demon

CR 4; **XP** 1,200; CE Male or Female Outsider 5

hp 34; **AC** 20; **Fort** +6, **Ref** +3, **Will** +1; **DR** 5/cold iron or good; **Immune** Disease, Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10, **Spell Resistance** 15

Init +6; **Speed** 30 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

BAB +5; **CMB** +8; **CMD** 21

Melee masterwork halberd +9 (2H: 1d10+4/x3) or

Melee gore +8 (1d6+3)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Acrobatics +10, Intimidate +6, Perception +13, Sense Motive +5, Stealth +10

Special Qualities Aligned (Chaotic, Evil), Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.

Possessions masterwork halberd

Quasit Demon

CR 2; **XP** 600; CE Male or Female Outsider 3

hp 12; **AC** 16; **Fort** +1, **Ref** +5, **Will** +4

Init +6; **Speed** 20 ft.; **Fly** 50 ft. (Perfect); **Senses Perception** +7; **Darkvision** 60 ft.

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

BAB +3; **CMB** +3; **CMD** 12

Melee bite +7 (1d4-1) or

Melee claw +7/+7 (1d3-1)

Special Attacks Poison (DC 13)

Innate Spell-Like Abilities:
At Will – *detect good, detect magic, invisibility* (self only)
1x/Day – *cause fear (DC 10)*
1x/Week – *commune* (six questions)

Feats Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (Planes) +6, Perception +7, Stealth +16

Special Qualities Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.

Aftermath NPC Encounters

When rolling on this table, you must consider the results in the context of events that have transpired, and the current location of the party. For example, if the party has slain **Larissa the Bard**, and she is rolled as an NPC encounter, then obviously it doesn't make sense.

Location does not matter as much as it did prior to the **Obelisk Eruption**. In **Act One**, NPCs typically were found in their "primary" or "home" location—**Esk** was always in the **Inn**, for example. In the chaos and disorder of the **Obelisk**, however, **Act Three** may reasonably find any or all citizens displaced, chased away, or otherwise "away" from what would otherwise be the location they would typically be found in.

As the GM, your job in using this table is to apply common sense, and struggle to maintain a somewhat cohesive, and realistic, narrative. If you roll the same NPC for multiple random encounters, you may have to create a compelling reason why that NPC has resurfaced in a different location—for example, they might have simply been chased down the street by a monster, and found themselves wherever the PCs discover her at now.

Alternately, you may simply reroll the result on the **Aftermath NPC Encounters** table until you find a result that is easier to accommodate.

Dead NPCs Return

Any non-Key NPC who died BEFORE the attack has a chance to come back. If you roll an NPC who has perished, you may treat the roll as "**No Encounter**", reroll the result to find an NPC who is still alive... or, alternately, you can still have an encounter with that dead NPC.

The power of the **Dark Obelisk** has many effects and bizarre behaviors, amongst them the ability to resurrect or animate the dead, or to bind previously-mortal bodies and souls and contort them to chaotic whim.

For statistics purposes, you can use the **Townsfolk Ghost** as representative of nearly all NPCs. The challenge here for you as a GM is to determine what, if anything, the newly-undead NPC does and says, and what their purpose in encountering the party is. Much of this should be derived from the manner of the NPC's passing—if, for example, the party murdered the NPC, then they might approach the PCs violently; if the party attempted to defend, say, **Cora Brushgather**, and she was slain as an innocent bystander, an undead **Cora** might attempt to assist the party.

There are two types of dead NPCs: those whom the adventure itself kills off, and those whom the PCs may slay or cause to die of their own actions. Of the first group of NPCs, none is killed by the party, so they should at the very worst remain neutral toward the PCs.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

Quest: Cleric Maghana, Aftermath

Summary: The stricken yet resolved **Cleric Maghana** leads innocents to safety; the party may help her.

Rewards: Up to **2 Reward Stars.**

Locations: Any.

Key NPCs: Cleric Maghana.

Kickoff: Random Encounter.

Description:

You approach a woman, hunched from a wound, and dressed in the robes of the Zugul Church. Her gaze passes over you without visibly taking you in. Within her blank stare, you nevertheless sense a steely resolve. She seems to be leading a group of townsfolk.

This is **Cleric Maghana**, who is both in shock at the death of her secretly-beloved **Cannock**, and hardened in her zealous devotion to the church in these times of chaotic strife.

Though she longs to rebuild the church, she remains stable enough to realize that it's not the right time, and particularly given that building's proximity to the **Dark Obelisk**, it's indeed time to get the hell away from there as quickly as possible so she can survive to rebuild another day.

Her mission of the moment, therefore, is to escort the **3d8 Townsfolk** following her to a **place of sanctuary** (p 127), though as of now, neither she nor any of her followers knows for certain which buildings are safe.

FlexTable 15: Aftermath NPC Encounters

D%A	D%B	D%C	D%D	Result	Description
01-20	01-10	01-30	01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
21-24	11-14	31-32	06-09	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 152
25-26	15-18	33-34	10-13	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 154
27	19-22	35-36	14-17	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 155
28-30	23-25	37-38	18-20	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 156
31	26-28	39-40	21-24	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 157
32-34	29-33	41-42	25-28	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 158
35-38	34-36	43-44	29-33	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 159
39-40	37-39	45-46	34-37	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 160
41-43	40-43	47-48	38-42	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 131
44-46	44-47	49-50	43-46	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 162
47-48	48-51	51-52	47-50	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 162
49-50	52	53-54	51-54	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 163
51-52	53	55-56	55-57	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 164
53	54	57-58	58-60	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", in the ***Dark Obelisk 1 Adventure Book***; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
54-56	55-56	59-60	61-63	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 165
57-59	57-58	61-62	64-66	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 166
60-62	59-60	63-64	67-69	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 167
63-65	61-62	65-66	70-71	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 169
66-67	63-64	67-68	72-73	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 169
68-69	65-67	69-70	74	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 170
70-72	68-70	71-72	75	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 171
73-75	71-73	73-74	76	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 172, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", ***Dark Obelisk 1 Adventure Book***); otherwise, treat as **No Encounter**
76-78	74-78	75-76	77	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 173
79-80	79-80	77-78	78-79	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 174
81-82	81-82	79-80	80-81	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 175
83-84	83-84	81-82	82-83	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 175
85-86	85-86	83-84	84-85	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 176
87-88	87-88	85-86	86-87	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", ***Dark Obelisk 1 Adventure Book***. Also available to initiate is Quest "**Sweet, Sweet Poison**", from the ***Dark Obelisk 1 Adventure Book.***
89-90	89-90	87-88	88-89	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 177
91-92	91-92	89-90	90	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 177
93-94	93-94	91-92	91-92	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 178
95	95	93-94	93	**ANE-32**	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 179
96-97	96-97	95-96	94-95	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 180
98	98	97-98	96-97	**ANE-34**	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 180
99	99	99	98	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 181
00	00	00	99-00	**ANE-36**	**Larissa;** See Quest "**What an Endtimes to Be Alive**", p 182

If the party knows, has heard of, or has been to a **place of sanctuary**, they may share this information; merely by conveying the information, they benefit from **1 Reward Star** and a **+10** modifier to **Maghana's Attitude**. Going the then-further step of helping to escort the innocents to safety will yield a second **Reward Star**, and a further **+10** modifier to **Maghana's Attitude Tracker**. Along the way, they may encounter a hazard; roll once on the **Aftermath Random Encounters** table (p 130), using **Context B**.

Cleric Maghana, Aftermath (Help): Law +1, Love +3

Helping the cleric (now High Priestess) escort the helpless generates a **Catalyst Impact** of **Law +1, Love +3**. Even if they know of no **places of sanctuary** when this Quest begins, accompanying **Maghana** and her charges counts to trigger this impact.

Alternately, the party may simply ignore the cleric and be on their way; this culminates in no reward, but also no penalty, particularly if the PCs do not yet know of or suspect any **places of sanctuary**. A "middle ground" here is that if the party knows no safe places, but wishes still to do good, they may offer to accompany **Maghana** and her group. By sheer coincidence, **Maghana's** next stop will be one of the **places of sanctuary**, but on the way, the PCs, cleric, and townsfolk will almost certainly suffer at least one random encounter: roll on the **Aftermath Random Encounters** table, using **Context B**.

Cleric Maghana, Aftermath (Ignore): Chaos +1

Ignoring the situation entirely causes a **Catalyst Impact**: **Chaos +1**. This impact is only triggered if the party intentionally ignores the situation.

Villainous or darkly opportunistic PCs may attempt to attack **Maghana** and her charges; doing so immediately attracts the attention of monsters in the form of a roll on the **Aftermath Random Encounters** table, using **Context D**, and ignoring and rerolling any encounter that does not explicitly involve a monster. The monster(s) encountered should attack instantly, before **Maghana** is herself defeated by the party; the ensuing melee should be enough distraction for the cleric to escape with some of her followers. Defeating the creature(s) who interceded grants the party the usual **XP** award, but nothing further.

Cleric Maghana, Aftermath (Attack): Chaos +5

Assaulting **Maghana** and/or her charges produces a **Catalyst Impact**: **Chaos +5**.

This quest ends if the party slays **Maghana**, if she and her followers leave the party's presence, or if the party gives directions or escort to a **place of sanctuary**.

Please refer to page 472 for full details about **Maghana**.

Quest: Cora Brushgather, Aftermath

Summary: A halfling farmer is depressed and in shock in the wake of the Eruption. The party may take advantage of this, or come to her aid.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Cora Brushgather.

Kickoff: Random Encounter.

Description:

The beautiful halfling before you seems shrunken into herself, as though the weight of the chaos around her is confining her, pressing in from all sides, diminishing her and threatening to keep her from being able to breathe.

Cora is nearly catatonic. She's unable to do or say much at all, and will passively follow practically any command given to her in an authoritative, non-threatening tone. She answers any questions as to what she's seen, where she's been, and what she's been doing since the **Eruption** with a wide-eyed, far-off stare, as though glimpsing a source of petrifying evil just barely over the horizon behind the PC posing the question.

Throughout this encounter, attempting any sort of **Intimidate** check against her—for whatever purpose, and whether successful or not—will send her over the edge, and she will become **panicked**, with the PCs themselves as the source of the panic. As a reminder, **panic** means she drops everything she holds, and flees at top speed away from the party along a random path; she can't take any other actions along the way. In addition, she takes a **–2** penalty on all saving throws, skill checks, and ability checks. If cornered, a **panicked** creature cowers and does not attack, typically using the total defense action in combat.

The party can help her, trying all manner of healing spells or effects. While none of these works—hers is a psychological, not magical or supernatural, damage, and can only be healed with time, safety, and comfort—it's a good act. This approach may be used in combination with any of those that follow, and is not on its own worth any reward or punishment.

Cora Brushgather, Aftermath (Heal): Love +1

Although unsuccessful, the act of trying to heal or comfort **Cora's** mind produces a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The PCs can offer to escort her to safety, regardless of whether they know of any **place of sanctuary** (p 127). At least one incident may make their journey interesting, however; roll once on the **Aftermath Random Encounters** table (p 130), using **Context C**. Depending on how far away from safety the party is when they come across **Cora**, and how long they take to get there, additional random encounters may apply, depending on time. Merely offering to escort **Cora**, and coaxing her to follow, is a helpful act, worth **1 Reward Star**; successfully following through and delivering her to safety merits an additional, second **Reward Star.**

Cora Brushgather, Aftermath (Escort):

Love +2

Escorting the halfling to safety results in a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Evil or particularly horrible PCs may take advantage of the poor halfling's condition—either to take her valuables (of which she has practically none), to slay her (for the paltry **XP** award), or perhaps even worse, to seduce her into a lewd act. Whether or not this is in keeping with the PCs' personalities and/or alignments, it's a terrible, vile thing—enough to almost guarantee unwated attention. Just before any attack or inappropriate action can occur, roll on the **Aftermath Random Encounters** table, using **Context D**; reroll any results of "No Encounter" or those which do not explicitly involve one or more monsters. The monster(s) which result from this roll will target the party exclusively; it's not that they are not interested in the stricken halfing, but they will focus on defeating the harder targets (i.e., the party) first. In the confusion of the resulting melee, however, **Cora** slips away, never to be seen by the party again. The GM is encouraged to award **XP** for this fight only if your gaming group is intentionally playing an evilly-aligned game.

Cora Brushgather, Aftermath (Attack or Seduce):
Chaos +3

Taking advantage of the poor halfling creates a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

The quest terminates if **Cora** is slain, if she is escorted safely to a **place of sanctuary**, or if the PCs leave her be where she is and leave the scene.

Please refer to page 321 for full details about **Cora**.

Quest: Amadan, Aftermath

Summary: The **Berinncorte Militia's** mute armsmaster is fleeing the city... but offers some aid before s/he departs.

Rewards: One or more common weapons.

Locations: Any.

Key NPCs: Amadan.

Kickoff: Random Encounter.

Description:

A half-elf with drawn twin shortswords rounds the corner. Upon seeing you, he squints, taking your measure. Something in your visage must convince him positively, as he nods to himself, sheathes both weapons, and walks toward you. His black cloak does not cover the uniform of the town Militia; his hood is drawn and wrapped about his face as though it might keep him concealed from the terrors that infest his once-peaceful town.

This is **Amadan**, who is above described in the masculine—but recall that she is actually a woman. The remainder of this quest text will use the feminine, but the GM is encouraged to remember to portray her as a man until her secret is discovered, or if she chooses for whatever reason you determine to reveal her true nature to the PCs.

The chaos of the **Obelisk**, and the pull of its eclectic powers, are too much for her; she is leaving the town just as quickly as she can, and she has no interest in teaming up with anyone along the way.

Though she understands speech normally, **Amadan** is indeed mute, so the GM is encouraged to roleplay any interaction with her in an entertaining and informative manner. The armsmaster has had a long chunk of her life to adapt to her disability, and is quite expressive in her demeanor; those who communicate with her are often surprised at how facile such a sharing of information can still be without speech on the part of one party.

If the party attacks **Amadan**, she will fight back if she feels she has a chance, but will attempt to flee if an opportunity presents itself. Indeed, **2** rounds after battle commences with her, make a roll on the **Aftermath Random Encounter** table, and reroll until you get a result that involves one or more monsters. The attack from the monster(s) rolled occurs to start the third round of combat; in the resulting confusion, **Amadan** flees the scene.

Amadan, Aftermath (Attack):
Chaos +4

If the PCs attack **Amadan**, they cause a **Catalyst Impact**: **Chaos +4**.

This stacks with other **Catalyst Impacts** in this Quest.

The PCs may simply ignore the **armsmaster**, and leave the scene. There is no punishment for this decision, and it does not prevent **Amadan** from appearing in identical fashion in future random encounters. There is no **Catalyst Impact** for this approach.

Although she will not accompany the party, and makes her preference for solitude clear in her gestures and demeanor, **Amadan** is nevertheless willing to help however she can. Mechanically, this takes the form of offering weapons—she offers an array of common, mundane weaponry such as daggers, shortswords, a longsword, and a light mace, all for free if the PCs wish. There is no **Catalyst Impact** for this approach.

If your group is using **variable challenge**, the GM is encouraged to upgrade this mundane equipment to **masterwork** quality weapons at **moderate** difficulty, and ***+1*** weaponry at **elite** levels of difficulty.

The party may make a request for an weapon other than these. In her capacity as **armsmaster**, **Amadan** certainly has access to all manner of weaponry: for each weapon requested, there is a chance that **Amadan** may be able to locate one of these weapons.

Amadan innately knows where her weapons caches are located, and their contents; roll to determine availability of the requested item immediately, and if it's unavailable, the **armsmaster** will shake her head; the PCs may then request a different weapon if they wish.

Once an item is requested that is indeed available, **Amadan** will have to leave the party for a brief amount of time to go get it. During this time, there is a chance that a **random encounter** may transpire, that the PCs will have to face

before the **armsmaster** returns bearing the requested item. All rolls are to be from the **Aftermath Random Encounters** table, using the **Context** indicated.

If the PCs are defeated by one of these random encounters, or if they are forced to flee, **Amadan** does not go out of her way to track the party down; the item is effectively lost. On the rare likelihood that the party encounters **Amadan** again subsequently in their journeys, however, the **armsmaster** will cheerily deliver the requested item as though no time had passed.

Once **Amadan** returns with a requested weapon, there is a **60%** chance she will immediately be on her way; if she stays, then the party may make a request of a further weapon if they wish. So long as their rolls are lucky and the random encounters are not too punishing, there is no limit to the number of weapons the party may acquire in this manner, though in practice the probabilities don't make it too rewarding a proposition!

Table 16: Aftermath Armsmaster Mundane Weaponry Availability

D%	Enemy	Description
Simple, Light	95%	**25%** chance; use **Context C**
Simple, One-Handed	90%	**30%** chance; use **Context C**
Simple, Two-Handed	85%	**35%** chance; use **Context A**
Simple, Ranged or Ammunition	85%	**40%** chance; use **Context C**
Martial, Light	65%	**40%** chance; use **Context A**
Martial, One-Handed	60%	**45%** chance; use **Context A**
Martial, Two-Handed	60%	**50%** chance; use **Context B**
Martial, Ranged or Ammunition	60%	**55%** chance; use **Context A**
Exotic, Light	45%	**75%** chance; use **Context B**
Exotic, One-Handed	40%	**80%** chance; use **Context B**
Exotic, Two-Handed	35%	**85%** chance; use **Context D**
Exotic, Ranged or Ammunition	35%	**80%** chance; use **Context B**

This quest ends if **Amadan** leaves the party **not** on a mission to obtain an item for them, if the party attacks **Amadan**, or if a random encounter either defeats or forces the party to leave the area.

Please refer to page 466 for full details about **Amadan**.

Quest: Ash, Aftermath

Summary: The city's militia trainer is suffering withdrawal symptoms; the party may come to his aid or take advantage of the situation.

Rewards: Up to **2 Reward Stars**, plus a magical weapon.

Locations: Any.

Key NPCs: Ash "Executioner".

Kickoff: Random Encounter.

Description:

A gray-haired dwarf sits huddled in a corner. A robust physique and confident visage seem in contrast to the dejected form you see rocking back and forth before you. He seems a beaten man, one controlled or consumed by a force or will not his own.

Sadly but avoidably, **Ash**'s addiction to **Darkserum** (p 129) has taken hold. In the **Eruption**, his stash was destroyed, and in the chaos that has followed, it's not been feasible to acquire more. As a result, the city's Militia trainer is now suffering withdrawal symptoms.

Note that the profile below reflects a pre-withdrawal **Ash**; his current profile involves a **-2** penalty to **Con**, and the **shaken** condition (**-2** on attack rolls, saving throws, skill checks, and ability checks).

It's far from his preference, but given his current state, he's forced to admit to his addiction outright if pressed. He'll admit it, then implore the party to try and find some.

He promises and swears up and down that, long-term, he will work hard and dedicate himself to ridding himself of the addiction, but in the here and now, with all that is threatening the town and its population, he's of no use to anyone in his current state, and really just needs a bit to get him through.

As part of the reward for any outcome that involves giving the dwarf at least one dose of **Darkserum**, **Ash** will give the party an additional treasure: a magical weapon.

Darkserum Thank-You

Pick a PC at random; whatever that PC's primary melee weapon is, that's the type of weapon gifted. If the PC randomly selected has absolutely no melee weapons—remember, a quarterstaff or dagger still counts!—then select a different PC at random. The nature of the weapon given depends on the level of **variable challenge** (page 19):

A **masterwork** weapon by default, or for **low** difficulty; for **moderate** difficulties, **Ash** gives a *+1* weapon; a *+2* weapon is gained in games of **advanced** challenge; and finally, in **elite** games, the trainer grants the party a *+3* weapon.

The PCs have some options, at this point.

They can simply ignore the poor dwarf. This diminishes **Ash's Attitude Tracker** by **-10** points, but otherwise has no adverse impact. This approach also terminates the quest as soon as the PCs leave the area, but does not prevent the PCs from encountering **Ash** in future encounters. No **Catalyst Impact** is rendered as a result of this option.

Dastardly PCs might wish to take advantage of the situation, and attack **Ash**. In his weakened state, he's nevertheless somewhat formidable, but won't pose a great deal of

challenge. Fortunately for him, attacking an innocent draws a great deal of attention from the **Forces of the Obelisk**. As soon as the PCs make the decision to assault the **trainer**, roll on the **Aftermath Random Encounters** table (p 130), using **Context D**; reroll until you get an encounter that involves at least one monster, who will attack the party and mostly ignore **Ash**. In the resulting struggle, the addicted **trainer** will slink away.

Ash, Aftermath (Attack): Chaos +2

Attacking the stricken dwarf results in a **Catalyst Impact**: **Chaos +2**.

The party can try and aid the man. Healing or aid spells, except those explicitly addressing addiction and withdrawal symptoms, are of no help. If by some chance the party already possesses a dose or more of the drug, they may offer it immediately; doing so ends the quest and grants the PCs **1 Reward Star**.

If they lack ready doses of **Darkserum** but still wish to offer assistance, **Ash** will offer up his source: **Aramil**, the apothecary. **Ash** asks the PCs to venture to the **Apothecary Shop**, and see either if **Aramil** himself is still there, or if by any chance he left a cache of the substance somewhere in his shop that might help. **Ash** will stay where he is, or will try to do so. If the PCs follow through with this request, they stand a goodly chance of discovering or acquiring some **Darkserum** among the damaged contents of the store or from the apothecary himself. Returning to this spot where they discovered **Ash** with at least one vial of **Darkserum**, he will thank the group profusely, and will immediately ingest a dose, restoring his statistics to full and benefitting the party of **2 Reward Stars**.

Ash, Aftermath (Help): Love +2

Helping **Ash** by providing him his drug produces a **Catalyst Impact** of **Love +2**.

If the PCs have a moral or religious objection to drug addiction, or simply want to help in a different manner, they can offer to escort **Ash** to safety, where he might not receive any drugs, but will at least be out of harm's way for the time being while he works the addiction out of his system. **Ash** will resist; make a **Intimidate** or **Diplomacy** check, opposed by **Ash's Intimidate** skill—in this special scenario, do not apply **Ash's** penalty for being **shaken**, and instead apply a **-2** modifier on the PCs' roll to reflect the desperation of **Ash's** desire. Failure means they have not yet convinced the man; they may make one further attempt, but if this second check fails as well, **Ash** will attempt to leave the area immediately. Success with either check means they have at least temporarily convinced the dwarf to accompany them. By passing one of these checks and beginning their journey to safety, the party gains **1 Reward Star**.

Along the way, regardless of how close by the nearest **place of sanctuary** is, they will be beset by trouble: roll on the **Aftermath Random Encounters** table, using **Context B**, and reroll any results of "No Encounter". So long as **Ash** remains with the party, he will attempt to sneak away during any random encounter; the only way to avoid this (short of a spell that fixes the dwarf in place, or a similarly-creative solution) is to have one PC dedicated to keeping him there. This effectively removes that PC from combat.

Successfully delivering **Ash** to a safe location grants the party a second, additional **1 Reward Star**.

Ash, Aftermath (Escort): Law +1, Love +4

Delivering the man to a place of safety, where he might get some help, results in a **Catalyst Impact** of **Law +1, Love +4**.

This quest terminates if **Ash** is slain, if he leaves the party, if the party leaves the area, or if he is delivered to a **place of sanctuary**.

Please refer to page 292 for full details about **Ash**.

Quest: Debran Ormrick, Aftermath

Summary: The Militia Treasurer has a special favor to ask of the party.

Rewards: 1,000 gp plus **4 *potions of remove disease***, plus up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Debran Ormrick, Welby Goodbarrel.

Kickoff: Random Encounter.

Description:

Debran Ormrick greets the party—somewhat casually, it must be said, given the circumstances. As though giant goat-headed demons were not roaming the streets, as though fireballs did not streak occasionally across the sky, and as though the entirety of **Town Square** had not become a barren hellscape punctuated by a phallic eruption of pure chaos, the town's Militia Treasurer asks the party in a calm, clear voice if they wouldn't mind helping him out on a small matter that he himself is unable to address.

The quest seems straightforward: convince **Welby Goodbarrel** to open his doors. The portly halfling merchant has locked himself and a handful of **townsfolk** inside his **General Store**, and refuses to let anyone in or out. To be fair, the man is simply worried about safety: his store is quite close to the **Dark Obelisk**, and he and his fellow citizens are terrified of any monsters getting inside.

If pressed as to why he cares, **Debran** will say that he's concerned about the safety of the merchant, and the citizens trapped inside; surely they would do better if they were to be freed, and allowed to seek refuge elsewhere? Using the party's highest **Sense Motive** skill, make a passive **Sense Motive** check, opposed by **Debran's Intimidate** skill; success suggests that the tiefling may not be telling his entire side of the story. On such suspicion, or intuition, the party may attempt a **Diplomacy** or **Intimidate** check in opposition to **Debran's** own **Intimidate** skill; success will get him to admit that there's more to it than that, but he will shrug, and not admit to anything further.

In reality, **Debran** wants the **General Store** opened so he can make sure of **Welby's** whereabouts; **Debran** distrusts the conniving merchant, and views him as a rival in his own aims of financially conquering and leaching from the

city of **Berinncorte**. A rival trapped in his own stronghold is acceptable; a rival cast loose on the streets of a chaotic wasteland is a step even better! **Debran** himself can handle himself in a fight, and has plans to depart the city very soon; **Welby** is not nearly so prepared, particularly after the loss of his right-hand man and bodyguard, **Oneib**.

For their efforts, **Debran** promises money and some useful potions. If pressed, he will reveal their details and quantity (see below).

Any outcome that sees the doors of the **General Store** opened gains the party **Debran's** thanks, as well as **1 Reward Star**. Outcomes that involve **Welby** leaving the store, even for a brief amount of time, will gain the party a second **1 Reward Star**, and **Debran** will deliver the promised treasure:

Debran's Gratitude

1,000 gp; ***4 potions of remove disease.***

The party of course has some options at their hands at this point.

They may simply ignore the request, and go about their business. If they at some later point do convince **Welby** to take action in accordance with **Debran's** wishes, the tiefling will catch up with the PCs and give them their reward soon thereafter; the GM is encouraged to introduce this follow-up quickly, without waiting to see if a random encounter result forces the event. Ignoring this Quest does not produce any **Catalyst Impact**.

Evil PCs, or those who correctly interpret his true intent here, and take great issue with it, might attack **Debran**. The tiefling treasurer is capable and uninjured; he will fight back if necessary, but if reduced to half his total hit points or fewer, the battle will attract attention in the form of one or more monsters rolled on the **Aftermath Random Encounters** table, using **Context B**. Reroll any results of "No Encounter", or those which do not involve monsters. Creatures introduced in this manner will focus on the PCs; in the ensuing hubbub, **Debran** will sneak away to fight another day.

Defeating **Debran** is strongly discouraged; the GM should take all reasonable steps to avoid this scenario. The tiefling puppet-master has many roles to play in future adventures; slaying him in this early scenario unhinges much of the fun to come!

Debran Ormrick, Aftermath (Attack): Chaos +3

There's little reason to do so, but attacking **Debran** creates a **Catalyst Impact**: **Chaos +3**.

Regardless of their misgivings or suspicions, the party may take **Debran** at his word, and attempt to parlay with **Welby**. Depending on the distance between **Debran** and the **General Store**, one or more **random encounters** may intercede. Once at the store, the PCs will have to converse with the halfling through the door. The GM is encouraged to roleplay this interaction to both dramatic, and possibly comedic, effect, but mechanically, the PCs must succeed in the following **skill challenge**.

Come Out, Come Out

First Check: Diplomacy, opposed by Welby's own Diplomacy; failure requires repeat (max 3); success advances.

Second Check: Diplomacy or **Intimidate**, opposed by **Welby's Bluff** skill. Failure reverts to **First Check**; success advances.

Third Check: Diplomacy or **Intimidate**, opposed by **Welby's** own **Intimidate** skill. Failure reverts to **Second Check**; success completes the **skill challenge**.

Successfully completing the entire **skill challenge** convinces the halfling merchant to open his doors. He will admit any **townsfolk** who wish to gain entry and possible refuge, and will allow any citizens who had been inside to escape as they wish. He himself will remain in the building, and will reseal the entrance as soon as the PCs depart, unless they succeed at one final **Diplomacy** or **Intimidate** check, opposed by **Welby's Survival** skill; failure means the merchant will blithely promise to remain outside his establishment, but will close the doors and barricade them as soon as is feasible; success convinces the merchant to try his luck seeking safety elsewhere.

At this point, whether the party returns to **Debran** or not, they should gain **1 Reward Star** for having navigated the **skill challenge**.

Debran Ormrick, Aftermath (Succeed): Law +1

Getting **Welby** to leave his stronghold produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** in this Quest.

Good-aligned PCs, or those who doubt the purity of **Debran's** motives, may take things a step further, and try and escort **Welby** and any **townsfolk** who were freed to a **place of sanctuary**. Along the way, they will likely encounter something interesting to impede their smooth travels; roll once on the **Aftermath Random Encounters** table, using **Context B**. Assuming at least **Welby** himself survives any ensuing encounter, delivering him to safety should grant the party the benefit of a second, additional **Reward Star**.

Debran Ormrick, Aftermath (Escort): Love +2

Going the extra mile and escorting **townsfolk** and/or **Welby** to safety means a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Debran** is slain, or if the party returns to him after speaking with **Welby**.

Please refer to page 330 for full details about **Debran**.

Please refer to page 586 for full details about **Welby Goodbarrel**.

Quest: Tansden, Aftermath

Summary: The city's Militia Captain weeps for the loss of a rival, and asks the PCs' help in burying him.

Rewards: Up to **3 Reward Stars.**

Locations: Any.

Key NPCs: Tansden.

Kickoff: Random Encounter.

Description:

You see a bearded, kindhearted bear of a man, his body bloodied, his eyes moist, and his facial hair stained with tears. Dressed in the uniform of the Berinncorte Militia, he stands hunched over the body of a fellow dwarven Militia member, who appears to have perished as the result of a series of gruesome attacks.

This is **Tansden**, the city's Militia Captain. He's wounded greatly, but still quite alive. The dwarf corpse at his feet is **Skutt Krundar**, a sometimes-rival who perished saving **Tansden** himself from the clutches of a **Dullahan**.

The Militia Captain is stunned, both at the loss of his second-in-command, as well as at the loss of his city—or its lawful sanity and order, at least. He's not quite in shock, and has his wits about him, but he's definitely on edge and skittish. If the party has previously encountered the man, they will notice the difference from **Tansden's** normally solid composure without any skill checks necessary.

Tearful, yet resolved, he tells the party that **Skutt** deserves a soldier's burial, even amidst this chaos. He refuses to let the dwarf's body fall into the claws and tentacles of the **Forces of the Obelisk**. **Tansden** will refuse direct assistance; he will do the work of the thing himself, but asks the party to defend him while he goes about his gruesome task. Without the party's defense, he worries that in his morbid distraction, he will be set upon by monsters and will die trying to put the dead to rest.

The party has limited options, here.

They may leave **Tansden** to work his task alone. This leaves the man himself with a horrible dilemma: shirk what he feels is his duty to a fallen comrade, or almost certainly die in the attempt? Sadly, the PCs will not be around to learn of the outcome if they leave the scene. This option does not produce a **Catalyst Impact.**

Even the most evil PCs might shrink from the option of attacking **Tansden**, but it's still technically an option. Doing so is perhaps one of the more vile options in the **Aftermath**, and as such attracts an equivalently vile attention: roll once on the **Aftermath Untouchable Encounters** table, using **Context D**, and reroll any result of "No Encounter". Any monster(s) introduced in this manner will attack the PCs exclusively, and will ironically grant **Tansden** some of the protection he was requesting; he will drag **Skutt's** body away from the scene, and will not be seen again by the party.

Tansden, Aftermath (Attack): Chaos +6

Attacking a grieving man who wants merely to bury his comrade is definitely worth of a **Catalyst Impact**: **Chaos +6**.

Helping **Tansden** out is really the only option that's feasible for Good-aligned parties; Clerics and Paladins in particular should roleplay this as a necessity or foregone conclusion. Offering to help, or healing **Tansden**, should grant the party an immediate reward of **1 Reward Star**.

Defending **Tansden** takes a while. Roll once on the **Aftermath Random Encounters** table, using **Context B,** and reroll any results of "No Encounter". Remember that although **Tansden** is on the scene, he contributes nothing to the battle, as he is working as fast as possible to complete the burial. If this encounter is **not** a **Beneficial Encounter**, the party should receive **1 Reward Star** in addition to whatever **XP** or other reward might have been involved.

Resolve that encounter, then roll a **second time** on that same table, this time using **Context D**. As above, **Tansden** is finishing his work, and cannot fight on the party's behalf.

Assuming the PCs successfully resolve both encounters, **Tansden** completes his work, and warmly embraces each and every PC. His **Attitude Tracker** with respect to the party gains **+20** points. He takes his leave of the PCs at that point; if they pursue him or offer to accompany him, he declines, saying that he needs some time on his own to process what has occurred. The party should receive **1 Reward Star** as a final boon for their good work.

Tansden, Aftermath (Defend): Law +1, Love +5

Successfully defending **Tansden** during his task produces a **Catalyst Impact** of **Law +1, Love +5**.

If during either encounter the party is defeated, or if they choose to (or are forced to) flee the scene, **Tansden** flees as well, dragging **Skutt's** body if possible. The party loses track of the Militia Captain, and does not see him again during this adventure.

This quest ends if **Tansden** is slain or leaves the scene, if the party leaves the scene, or if the party is successful in their defense and receive the Captain's reward.

Please refer to page 550 for full details about **Tansden**.

Quest: Ota Kuiduru, Aftermath

Summary: The Mayor's chief administrator needs the PCs' help to raid a secret supply cache, and deliver much-needed arms and armor, and general supplies.

Rewards: Up to **2 Reward Stars**, plus the party's pick of any of the supplies returned, plus the location of all **places of sanctuary**

Locations: Any.

Key NPCs: Ota Kuiduru.

Kickoff: Random Encounter.

Description:

A serious-looking half-elf in a severe haircut and dress motions to you to approach. Conspirationally, he looks about you, as though eavesdropping was a graver threat than the winged and tentacle monstrosities that now stalk the city streets.

Ota Kuiduru was **Mayor Symms'** chief clerk and administrator before the **Eruption**. He is now attempting to coordinate survivors and efforts to bring whatever order and peace he might to the situation, though he realizes it is an uphill and perhaps hopeless struggle.

He is aware of every **place of sanctuary**, and will gladly share this information with the PCs if they will commit to helping him perform a crucial task: bringing supplies to those who have sought shelter in the **Library**. It seems that **Mayor Symms** had two secret supply caches, hidden within the walls of the **Mayor's House**: one holding arms and armor, the other bearing general supplies.

Ota wishes to return to the building and get these supplies, but there are two challenges in his doing so alone: first, a capable though he is in a fight, he alone is unlikely to survive many of the monsters that he will undoubtedly come across in such a journey. Second, even if his safe passage were guaranteed, he alone cannot bear a great deal of supplies, so the aid he would return with would not be all that helpful.

A party of the PCs' size would be just right, he suggests. (He suggests this no matter how many PCs are in your gaming group.) He begs them to do what is right, and help those in need.

The PCs can ignore the half-elf, and be on their way. **Ota** will scowl, the party will lose **-10** points on his **Attitude Tracker,** and he will of course not share the location of any **place of sanctuary**. The PCs may attempt any number of **Intimidate** or **Diplomacy** checks they wish, but unless they help him in his mission, his lips are sealed.

Ota Kuiduru, Aftermath (Ignore): Chaos +1

Ignoring the situation entirely causes a **Catalyst Impact**: **Chaos +1**.

Either as part of the above approach, or as its own strategy, the party may attack the half-elf monk. **Ota** will fight back defensively, imploring the party that this is neither the noble nor the sane thing to be doing at a time when madness stalks the streets. While he points this out, madness itself may manfiest: roll on the **Aftermath Random Encounters** table (p 130), using **Context B**, and reroll any result that does not involve at least one monster. Any monster(s) rolled will attack the PCs; in the resulting melee, **Ota** will flee to seek out other citizens of nobler purpose to aid him in his endeavor.

Ota Kuiduru, Aftermath (Attack): Chaos +3

Picking a needless fight with the administrator produces a **Catalyst Impact**: **Chaos +3**.

The party can help him, as Good-aligned PCs will likely feel compelled to do. Accompanying **Ota** merits **1 Reward Star** right off the bat. On their way to the **Mayor's House**, the group may encounter resistance; roll at least once on the **Aftermath Random Encounters** table, using **Context A**. Depending on the distance between where the PCs encounter **Ota**, and the **Mayor's House**, they may have to roll additional times on this table.

Once at the **Mayor's House, Ota** shows the party the two secret chambers on the ground floor: the **Emergency Supply Cache**, and the **Weapons Cache**. The goal now is for each PC to load up with as much equipment as they can bear. Detail-oriented gaming groups can weigh out exactly who carries what, but as each and every piece of equipment and individual supply will be given over to others at their destination, one quick-and-dirty approach is to simply count everyone as now suffering under a **heavy load** (**Max Dex Bonus** +1, **Check Penalty** -6, **Speed** 20 ft./15 ft., **Run** x3) until they deliver everything.

On their way from the **Mayor's House** to the **Library**, they may once again encounter interference: roll once more on the **Aftermath Random Encounters** table, but this time, use **Context B**. You may assume that during any combat encounter, the PCs and **Ota** drop the extra supplies, fight, and then pick it back up, assuming they are successful and are not forced to flee.

Once at the **Library**, **Ota** will thank the party profusely, and offer each PC their pick of any supplies they have recovered. In addition, his **Attitude Tracker** benefits from **+15**, the party receives **1 Reward Star**, and **Ota** will reveal the locations of all other **places of sanctuary**.

Ota Kuiduru, Aftermath (Help): Law +4

Aiding **Ota** in his needs results in a **Catalyst Impact** of **Law +4.**

This quest terminates when the PCs successfully deliver the supplies to the **Library**, if **Ota** leaves their sight, if **Ota** is slain, or if the PCs and **Ota** are forced to abandon dropped supplies in the course of bringing them to sanctuary.

Please refer to page 489 for full details about **Ota Kuiduru**.

Quest: Esk, Aftermath

Summary: The innkeeper asks the PCs' help in taking the body of his maid employee and friend to **Town Square**.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Esk.

Kickoff: Random Encounter.

Description:

Esk, the lizardman innkeeper, is carrying the corpse of a gnomish woman dressed in bloody commoner's clothes. Seeing you, he inclines his head, and gently puts the woman down on the ground as he speaks to you. "I would ask a favor," he begins without preamble.

Esk's favor is somewhat odd, given the circumstances of the city: the dead gnome is **Mardnab Scheppen**, the inn's maid and general housekeeper, and **Esk's** now-deceased employee. She was crushed under part of a collapsing roof shortly after the **Eruption**, and her body was set upon by monsters. **Esk** chased the creatures off, and now wishes to put her body to rest in a peaceful and respectful manner.

What complicates matters is that he wants to bury her in the **Graveyard**. While this would ordinarily be quite a reasonable request, the terrible fact is there is no easy way to get to this location without braving the heart of the storm: **Town Square**, and within it, the **Dark Obelisk** itself. Certainly a dangerous journey.

Unless the PCs have cast *know alignment* or have similar intuition, they are at this point almost certainly ignorant of

Esk's Chaotic Evil temperament. In truth, he doesn't care at all what becomes of the corpse of what to him was merely an employee... but he sees this an excuse, an opportunity, to involve others in what could be a bloodbath.

In summary, his "favor" is merely to use **Mardnab's** burial as bait to get more innocent people slaughtered by **Forces of the Obelisk**.

It's quite possible that the PCs suspect none of this at all. **Esk** is a creepy character regardless of what he says or does, and it's natural for Good-aligned PCs, particularly those of minority or put-upon races (e.g., half-orcs especially), to sympathize with what very well may be the only lizardfolk within miles of the city. At the GM's discretion, a PC may explicitly request a **Sense Motive** check, opposed by the innkeeper's **Bluff** check; success may suggest that there might be ulterior motives involved in what seems a simple, if dangerous, request... but nothing more than that.

The party can ignore or decline the request. **Esk** nods in understanding; secretly, he is disappointed, but it's reasonable to want to avoid almost certain danger simply to help someone bury another someone you don't know. Sad and somber, the innkeeper picks up his gnomish burden and walks away from the party, in the general direction of the **Graveyard.** There is no **Catalyst Impact** to this approach.

Malicious PCs may see easy pickings, and assault the innkeeper. This surprises **Esk**, who is caught off guard; the party enjoys a **surprise round** of combat automatically. Thereafter, **Esk** will grin, summon his **eidolon, Cherissur**, and join battle; the rush of adrenaline and the fact that the party has willingly devolved to a Chaotic Evil action against him pleases him to no end. At the start of the third round of combat (that is, after the surprise round, and one round of normal combat), roll on the **Aftermath Random Encounters** table (p 130), using **Context B**; any creatures rolled will wade into the fray, distracting the PCs and allowing **Esk** to escape almost certain doom.

Esk, Aftermath (Attack): Chaos +1

Attacking **Esk** creates a **Catalyst Impact** of **Chaos +1**.

Good-aligned PCs will want to help the innkeeper in his seemingly-noble task, even if they fully realize the threat. Depending on how far away the party is when they encounter **Esk**, they may have quite a few random encounters to survive. At minimum, it's recommended that you roll once on the **Aftermath Random Encounters** table on the way to **Town Square**, using **Context A**. Once in **Town Square** itself, roll again, using **Context D**.

Once the party makes it to the **Graveyard**, grant them **1 Reward Star** for surviving the journey to this point. Then roll for yet another random encounter, using **Context D,** while **Esk** starts digging; this time, however, reroll any results that do not explicitly involve at least one monster. The innkeeper completes his morbid task at the conclusion of any encounter rolled in the **Graveyard.** During any combat in the **Graveyard**, make a passive **Sense Motive** check for the PC with the greatest skill in this area, opposed by **Esk's Bluff** skill, and with a **-4** circumstance penalty for the PCs. If the PC is successful, they pick up on the fact that the innkeeper is chuckling to himself while he works, as though he finds the whole situation of burying **Mardnab** while a group of strangers defends him from monsters hilarious.

Finally, unless the party is aware of the **secret door** that connects the **Graveyard** to the north of the **Zugul Church** (p 162), they must make their way back across the **Town Square**—roll one final time for a random encounter, this time using **Context B**.

At the conclusion of any encounter this final roll, award the party with an additional **1 Reward Star**. **Esk** thanks the party for their efforts, and claims that he has neither coin nor treasure to share with them, other than his thanks.

Esk, Aftermath (To Graveyard): Law +1, Love +2

Making it to the **Graveyard** and completing the task there produces a **Catalyst Impact** of **Law +1, Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

If the party was successful in the **Graveyard** skill check, or if they are suspicious for any number of other reasons, they may challenge **Esk** as to his true motives. The GM is encouraged to roleplay this in a manner suited to the gaming group's preferences, but mechanically, uncovering the truth takes the form of the following **skill challenge:**

Esk's True Motives

First Check: Sense Motive or Intimidate, opposed by Esk's Bluff check. Failure means Esk leaves the scene and the skill challenge fails; success gets him to admit that he and Mardnab were far from close, and advances to the next check.

Second Check: Diplomacy or **Intimidate**, opposed again by **Esk's Bluff**. Failure has no impact, as **Esk** stalls; you may repeat this attempt one more time, but failure a second time means the innkeeper leaves. Success means **Esk** admits that the gnomish maid had never even asked him to make sure she was buried respectfully if she were to perish, and advances to the next check.

Third Check: Diplomacy, Intimidate, or **Sense Motive**, opposed one final time by **Esk's Bluff**. Failure means **Esk** leaves the conversation immediately; success forces him to admit, finally, that he was having a cruel joke at the party's expense, that the burial was completely unnecessary, and that he did it both to have fun with the possible death and suffering of the PCs, but also for the possibility that they might be defeated, and that he might escape, to later return and loot the bodies.

If the party is successful in obtaining this final revelation, they should receive a third and final **1 Reward Star**. At this point, they can attack **Esk**, who will try to escape but may easily be defeated. They could also try and "turn him in", though the authorities are quite busy with other priorites at the moment and will not really have the ability to take him into custody in any real sense.

Esk, Aftermath (Uncover Truth): Law +3

Getting **Esk** to reveal the truth of the matter results in a **Catalyst Impact** of **Law +3**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Esk** is slain, if **Esk** or the party leave each others' presence, or if **Mardnab** is successfully buried.

Please refer to page 376 for full details about **Esk**.

Quest: Biggen Gurble, Aftermath

Summary: The **Library's** humble reader is in over his head, and needs the PCs' help to get citizens to safety.

Rewards: Up to **5 Reward Stars**.

Locations: Any.

Key NPCs: Biggen Gurble.

Kickoff: Random Encounter.

Description:

The **Library's** reader finds himself in de facto charge of the building, which has also become the foremost **place of sanctuary** (p 127) in all of **Berinncorte**. The halfling is in way over his head, pun not intended, and is desperate for any manner of help.

Foremost of his concerns, though, is making sure that **townsfolk** are helped to find their way safely into the building so they can take refuge there. He asks the PCs to go forth and find innocents who might otherwise perish in the chaos of the streets, and help guide them back to the **Library**.

Biggen has no coin nor treasure to speak of with which to adequately compensate the party, but promises that the townsfolk, the city, and he himself will remember

In simple terms, this is a collect / escort mission. Each group of **townsfolk** the PCs shepard back to the **Library** will be worth an additional **1 Reward Star**, to a maximum of **5** total.

Mechanically, there are two impacts to this quest being in effect: first, there is a much greater likelihood of encountering random groups of innocents in the city; and second, the rewards for helping such citizens are increased.

Once this quest is begun, any time you roll on the **Aftermath Random Encounters** table (p 130), and receive a result of "No Encounter", treat it instead as the Quest "**Wounded Townsfolk**" (p 134). Note that the **Reward Star** benefit from that Quest **DOES stack** with the reward for the this quest. Note, also, that this "treat No Encounter as Wounded Townsfolk" effect applies **only** to the **Aftermath Random Encounters** table, and not any of the more detailed tables on which you might be called upon to roll. For example, if you are asked to roll on the **Untouchable Random Encounters** table, and get a "No Encounter" result, that result is still "No Encounter".

In addition, in any scenario in which the PCs find themselves with one or more **townsfolk**, they may escort those citizens back to the **Library** and it will count for the bonus of this quest.

Biggen Gurble, Aftermath (Escort): Law +1

Each time the PCs deliver a new batch of **townsfolk** to safety at the **Library**, there is a **Catalyst Impact** of **Law +1**. This is irrespsective of the number of people involved: delivering a group of 20 people, then two groups of 3 people each, produces a total impact of **Law +3.**

This impact stacks with subsequent iterations of itself.

If for some reason **Biggen Gurble** himself is slain, the party may continue to escort more innocents to safety, for the same reward—unless the PCs themselves were behind **Biggen's** death!

This quest terminates if the PCs kill **Biggen**, or if they rescue **5** groups of **townsfolk**. It remains in effect until one of these conditions is met.

Please refer to page 298 for full details about **Biggen Gurble**.

Quest: Denzys, Aftermath

Summary: The Preacher of the **Sheergath Temple** is eager to find **Larissa the Elder**, and asks the party's aid in doing so.

Rewards: Up to **1 Reward Star**; **3** ***potions of cure light wounds***

Locations: Any.

Key NPCs: Denzys, **Larissa the Elder**.

Kickoff: Random Encounter.

Description:

Denzys is distraught and shaken (though not in the formal manner of having the **condition** of the same name). The church's bodyguard, **Unglar**, was slain assaulting the monsters near the **Obelisk**, monsters of unspeakable origin have taken up shop on the rooftop of the temple, and worst of all, he cannot locate **Larissa**.

Though he himself is too shaken to follow, and somewhat inept in combat to begin with, **Denzys** offers some aid upfront in the form of healing potions, whose caliber scales in accordance with the **variable challenge** you are using:

Denzys' Gift

- ***4 potions of cure light wounds***
- ***4 potions of cure moderate wounds***
- ***4 potions of cure serious wounds***
- ***4 potions of cure critical wounds***

If the PCs wish, they can help **Denzys** wipe out the monsters that infest the **Sheergath Temple**; this takes the form of the separate Quest "**Cleanse the Temple**", p 163. The rewards gained in that quest are in addition to those possible from this one.

The party may choose to simply ignore **Denzys** and his predicament. Paladins and other Lawful Good-aligned PCs have an excuse to look the other way in that **Denzys** and his brethren are Chaotically-aligned, but other Good alignments may be challenged to justify their ignorance here. In any event, there is no real impact to the party other than the negative impact to **Denzys' Attitude Tracker**.

It's possible the party simply attacks the man. This is something of a vile action, and as such attracts attention: roll on the **Aftermath Random Encounter** table, using **Con-**

text D; reroll any non-monster result. Monster(s) that are introduced in this manner will target the party; **Denzys** will use the chance to escape if he can.

Denzys, Aftermath (Attack): Chaos +2

Fighting **Denzys** unnecessarily creates a **Catalyst Impact**: **Chaos +2**.

Helping out involves finding **Larissa**, and returning her to **Denzys**. The preacher will tell the party that he last saw her heading South away from the **Temple**, toward the **Lower-Class Residential District** (DOAB). **Denzys** asks that the party locate the **Elder,** and escort her to him; he says that he will meet the party in the alley just to the southwest of the **Sheergath Temple**.

This is really all the party has to go on. Finding **Larissa** is a matter of luck more than anything else: as the party searches and casts about the town, roll as you normally would on the **Aftermath Random Encounter** table. Any result that triggers a roll on the **Beneficial Random Encounters** table means that **Larissa** is found. Resolve the roll on the **Beneficial** table as normal; **Larissa** is simply accompanying any NPC(s) that the party encounters as a result. Upon hearing from the PCs that **Unglar** has died, her **Temple** has been overrun by monsters, and that **Denzys** is looking for her, she will wish to make haste to meet with her preacher and make further plans at once; she joins the party.

Escorting **Larissa** back to **Denzys** will likely involve at least one interesting encounter: roll once shortly after she joins the party on the **Aftermath Random Encounters** table, using **Context B**. Depending on where **Larissa** was discovered, there may be additional opportunities for rolling on this table.

Once **Larissa** is escorted back to **Denzys**, the two of them embrace warmly, and thank the party. **Larissa** mentions that she lacks any real monetary reward for the party, but her **Attitude Tracker** as well as **Denzys'** increases by **+15** as a result of this success. In addition, the party receives **1 Reward Star**.

Denzys, Aftermath (Find Larissa): Love +2

Locating **Larissa the Elder**, and escorting her back to **Denzys**, produces a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

The two **Sheergath** devotees will then request, knowing and admitting that it asks too much of the PCs given their already-enormous effort helping out, if they might consider clearing out the monsters in the temple. This is an easy segue to the Quest "**Cleanse the Temple**" (p 163), since the party will already be right there.

This quest will be concluded if **Denzys** is slain, if **Larissa** is slain after having been discovered, or if **Larissa** is successfully and safely found and returned to the preacher.

Please refer to page 337 for full details about **Denzys**.

Quest: Cleanse the Temple

Summary: The party is asked to purge monsters from the **Sheergath Temple**.

Rewards: Up to **1 Reward Star**, plus **2,500 gp.**

Locations: Sheergath Temple.

Key NPCs: Denzys, **Larissa the Elder**.

Kickoff: Denzys or **Larissa** ask the party to help purify the temple of encroaching monsters.

Description:

As part of side-quests for either **Denzys** or **Larissa**, the PCs may be asked to help purge monsters from the **Sheergath Temple**. Most prominently, this means slaying the beasties atop the **roof**.

To succeed in this quest, the task is fairly simple: destroy all **Forces of the Obelisk** inside the **Sheergath Temple**. Once this is done, the PCs may return to **Denzys** and/or **Larissa** for their reward: **2,500 gp**, plus **1 Reward Star.**

Cleanse the Temple (Succeed): Law +1, Chaos +1

Helping restore order to a temple of Chaos has a strange combination of **Catalyst Impacts**: **Law +1, Chaos +1.**

This quest remains in effect until **Denzys** and **Larissa** are both dead for whatever reason, or until the party successfully slays all monstrous occupants of the **Sheergath Temple** and return to one of the NPCs for a reward.

Quest: War is Good For Business

Summary: Apprentice Stewy wants help growing his underground black market operations in the wake of the Eruption.

Rewards: Up to **750 gp**, plus pick of the supplies stolen.

Locations: Any.

Key NPCs: Stewy.

Kickoff: Random Encounter.

Description:

"You! Yeah, you, there; don't act so surprised. C'mere. I got a job, needs doing, and you look like you could use a break, right?"

The shabby, penniless-looking fishery apprentice has truly flourished in the destruction of the **Obelisk**'s arrival. His fledgeling underground crime ring has prospered, and though it's not yet been but a few hours, his agents have pounced on the many opportunities for petty and more severe crime while the **Militia** is distracted and chaos runs rampant.

Stewy's proposition is straightforward: he knows of secret supply caches, hidden in the **Mayor's House** (DOAB). How he came by this intelligence, he will not say; no amount of **skill checks** will force his voice in the matter.

The mission is to sneak into the building, locate at least one of the secret rooms, steal as many supplies as they can, and return to the **Cistern** (DOAB), where **Stewy** will be waiting

to receive the goods. As reward, the apprentice offers **10%** of the street value of the stolen supplies (maximum **750 gp**), plus the party's pick of anything stolen—one item per PC, that is.

Ignoring the proposal seems easy, but it's not, so much: refusing to help will prompt **Stewy** to shrug, and point out his perspective that if you're not part of the solution, you're part of the problem... in this case, the problem of do-gooders having information about secret and illegal operations. The apprentice underlord himself is no combatant, but at a gesture, **1d4+2 Hired Goons** walk silently out of the shadows to flank him. The menace is clear: help, or **Stewy** will be forced to ensure the party's silence in the only manner guaranteed to be effective. If the party still refuses, they may try and talk their way out of the fight that is almost certain to ensue: make a **Diplomacy** or **Sense Motive** check, opposed by **Stewy's Intimidate** check. Failure means **Stewy** is convinced—not of the party's silence or good faith, bt that they must be killed; he gestures, and the **Goons** attack the PCs. In the bloodbath that follows, **Stewy** leaves the scene immediately, safe to scheme another day.

Success means the PCs have convinced **Stewy**, either that they won't tell a soul, or that he's better off letting them live. He dismisses the goons, who lurk back into the shadows from whence they came, but leaves the party with a final threat: tell anyone about the supply caches, or seek to raid them for themselves, and the PCs will soon learn just how wide-reaching his underworld crime ring is.

Stewy, Aftermath (Ignore): Law +2

Ignoring Quests typically produces a **Chaos**-based **Catalyst Impact**, but in this case, it instead creates **Law +2.**

Attacking **Stewy** will immediately reveal the **Hired Goons** mentioned above, who rush to defend their leader. Using the highest value amongst the PCs, make a **Perception** check, opposed by the **Goons' Stealth** check: failure means the **Goons** catch the party off-guard, and enjoy a **surprise round** of combat before the PCs can get at the apprentice fisherman himself. As above, **Stewy** escapes in the resulting melee.

Stewy, Aftermath (Attack): Chaos +2, Law +1

Confusingly, attacking **Stewy** creates both law and order: there is a **Catalyst Impact** of **Chaos +2, Law +1**.

Whether they eagerly accept the work, or feel threatened into it by the brutish hirelings, the party may simply go for it, and try to help. **Stewy** knows only that there are two caches in the building: one of weapons, the other of general supplies. He doesn't know if they're on the ground or second floor, nor if their doors are trapped. It's up to the PCs to locate these caches, if they aren't already aware of them.

Note that there are other opportunities to raid these supply caches—via Quest, encounter, or simply happening across the secrets. There's so much in the secret rooms, however, that the PCs can "go back to the well" as many times as prompted by these opportunities, without depleting the stores.

On their way from **Stewy** to the **Mayor's House**, roll at least once on the **Aftermath Random Encounters** table (page 319). Depending on the distance remaining yet to go, you may be called upon roll a second time.

Once at the **house**, the party needs to locate at least one of the two secret rooms: the **Emergency Supply Cache**, and the **Weapons Cache**. Once found, supplies should be loaded; it's up to the party as to who carries what, but recall that the reward scales with the amount of loot pilfered. Detail-oriented gaming groups can weigh out exactly who carries what, but as each and every piece of equipment and individual supply will be given over to others at their destination, one quick-and-dirty approach is to simply count everyone as now suffering under a **heavy load** (**Max Dex Bonus** +1, **Check Penalty** -6, **Speed** 20 ft./15 ft., **Run** x3) until they deliver everything.

Assuming the party is successful in raiding at least one of the rooms, they must return: roll again on the **Aftermath Random Encounters** table, this time using **Context B**.

Upon reaching the **Cistern**, the party will be met by **Stewy** and his **Hired Goons**, who gladly accept the supplies. True to his word, **Stewy** will let each PC pick one item, and will then give them the monetary reward, calculated based on what remains.

Stewy, Aftermath (Complete): Chaos +3

Successfully completing the mission for **Stewy** generates a **Catalyst Impact** of **Chaos +3.**

If asked as to his plans for the booty, he will smirk and tell the PCs that's his business; if pressed, he'll admit that he intends to sell them on the black market for as much as he can gouge for.

This quest terminates if **Stewy** is somehow slain, if the PCs end up fighting the **Hired Goons**, if the PCs refuse and succeed at their skill check to talk their way out of the fight, or if the PCs successfully raid the supply cache(s) and return with booty for the apprentice.

Please refer to page 543 for full details about **Stewy**.

Please refer to page 615 for full details about **Hired Goons**.

Quest: It's Not As Though They're Coming Back

Summary: The half-orc landlord takes the opportunity of the deserted building to loot through her apartments. The PCs may intervene, or let her be.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Pilga.

Kickoff: Random Encounter.

Description:

"Shit for sale!" A tall, sturdy half-orc woman is hawking wares on the street, seemingly unaware of the chaos that swarms about the city. As you watch, she snorts, and spits mucus. Satisfied, she resumes her loud chanting and salesmanship.

No skill check is required to notice that **Pilga** is selling other peoples' valuables.

The party can simply let her be. Since there's not definitive proof necessarily, there's no real harm to Good or Lawfully-aligned PCs, however Paladins and others of Lawful Good orientation should at least check things out in more detail. There's no **Catalyst Impact** to this approach.

It would be a bit of a drastic action, and a huge overreaction, but the party may simply attack the landlord-turned-hawker. **Pilga** sees the PCs coming, but is taken by surprise at their attack; the PCs enjoy a round of **surprise attack** before combat is truly joined. **1d4** rounds into the battle (counting the **surprise attack** round), roll on the **Aftermath Random Encounters** table (p 130), using **Context B**; any monsters that result will wade into the fray, favoring the PCs as targets. This gives **Pilga** a chance to escape, if she's not faring too well in the melee.

It's Not As Though They're Coming Back (Attack):
Chaos +1

Attacking results in a **Catalyst Impact**: **Chaos +1**.

Most likely, the party will want to check the situation out. In conversation, the half-orc readily admits that she has been going through the left-behind belongings of her tenants, rooting through to find anything of value that she can sell. She sees to problem with this; after all, even if things return to normal right away, her tenants left, and might not come back at all. **Pilga** has to pay the bills and feed herself just like anyone else, so why shouldn't she go through what might otherwise just be trash?

If the PCs wish to press further, or to get her to stop doing this, they'll have to wade through the following **skill challenge**. If at any stage, **Pilga** and the PCs find themselves in combat, it may attract **Forces of the Obelisk**; **2** rounds into the battle, roll on the **Aftermath Random Encounters** table, using **Context A**, and reroll any results that do not introduce a monster.

Mend Your Ways

First Check: Diplomacy or Intimidate, opposed by Pilga's Intimidate check. Failure with an Intimidate check causes Pilga to become enraged, and attack the party. Failure with a Diplomacy check applies a -2 circumstance penalty to the party's subsequent checks in this skill challenge, but this stage may be attempted once again. Success gets the landlord's attention, and advances the challenge to the next stage.

Second Check: Sense Motive, opposed by **Pilga's Bluff** check. Failure reverts the challenge to the **first check**; success gives **Pilga** the impression that the PCs understand her plight, and sympathize with it.

Third Check: Diplomacy or **Intimidate**, opposed by **Pilga's Bluff** check. Failure with **Intimidate** antagonizes **Pilga** into attacking the party; failure with **Diplomacy** regresses the challenge to the **Second Check**. Success finally convinces the landlord merchant to give up her morbid scavenging altogether.

It's Not As Though They're Coming Back (Mend Your Ways):
Law +3

Completing the **skill challenge** and convincing **Pilga** to mend her ways has a **Catalyst Impact** of **Law +3.**

This quest terminates if **Pilga** is slain or attacks the PCs, if she leaves the area, or if the party convinces her to mend her ways.

Please refer to page 508 for full details about **Pilga**.

Quest: The Earth Shook

Summary: Jozan, the barkeep / gigolo, was engaged in extracurricular activities during the **Obelisk Eruption**, and has a somewhat sensitive situation with which he could use some discreet help.

Rewards: Up to **3 Reward Stars**, plus **75 gp**, plus free drinks at the **Leaky Cask Tavern**

Locations: Any.

Key NPCs: Jozan.

Kickoff: Random Encounter.

Description:

The party is approached by **Jozan**, who looks sheepish and awkward. If the PCs have encountered him before the **Eruption**, they will immediately notice the difference, and that this demeanor is out of character for the normally-confident and effervescent bartender.

As the party might know already, **Jozan** has been known to offer his services in the way of temporary romantic encounters... he's a gigolo, and was engaged in business in one of the **Inn's** (DOAB) rooms when the **Obelisk Erupted**. In the moment, it was quite an effect; the services were, as **Jozan** tactfully puts it, quite successful, and once the earthquakes had subsided, he had considered it a job well done. The trouble is, the woman who commissioned his work appears to have had a heart attack, and died during the rendering of said services.

Now, **Jozan** is slowly realizing the true threat to the city, but is still quite embarrassed about the debacle he left in the **Inn**. The woman was not from **Berinncorte**, and merely passing through on her way elsewhere, and **Jozan** suspects that nobody really knew her, so that's not what he's worried about... this sort of thing has never happened to him before, and out of respect for the poor woman, and in the chaos of the city now, he'd prefer that he not just leave her there, embarrassingly deceased and easy pickings for evil monsters to consume.

The bartender has no real wealth other than his bar, which currently has monsters in it, but he promises to give the PCs the payment from the deceased—**75 gp**—as well as all of their drinks, on the house, for the remainder of the month, assuming the **Leaky Cask Tavern** (DOAB) ever opens again!

The **PCs** may choose to ignore the situation, either because they're too busy with other tasks, or if they have some sort of moral objection to the incident or **Jozan's** line of work. The barkeep is disappointed, but understands, and leaves the party to their other tasks.

It's difficult to guess why, but the party might attack the

bartender. **Jozan** defends himself, of course, but the unprovoked attack on one of the city's most beloved characters surely draws attention: roll once on the **Aftermath Random Encounters** table (p 130), use **Context D**, and reroll any results that don't explicitly involve one or more monsters. Any nasties introduced in this manner target the PCs, and **Jozan** will be able to escape to seek help elsewhere.

The Earth Shook (Attack): Chaos +3

Attacking the bartender produces a **Catalyst Impact** of **Chaos +3**.

Helping the poor man out may not qualify as a noble act, but it certainly seems low-risk. Unless the party comes across **Jozan** while in the **Inn** itself, they may encounter some interesting diversion as they follow him back to that establishment: roll on the **Aftermath Random Encounters** table, using **Context C**, to determine what occurs.

Once they arrive at the **Inn**, the party gains **1 Reward Star**. **Jozan** will lead the party to the appropriate bedroom, where he will respectfully wrap the departed lady in sheets, and together with one party member, they can carry her out of the building. During any combat that results from this point onward, **Jozan** will drop their morbid burden so he can participate in the fighting.

Phase two of the mission involves carrying her to the **Graveyard** (DOAB). The PCs may not have realized that this was the man's intent, but at this point, it's almost too late to avoid seeing things through! En route, the party will likely be attacked; roll on the **Aftermath Random Encounters** table, using **Context B**.

As they carry their charge through **Town Square**, roll yet again on the **Aftermath Random Encounters** table, this time using **Context D**.

Reaching the **Graveyard** at all benefits the party of an additional **1 Reward Star.** Once there, **Jozan** will begin to dig; while he is performing the burial, roll one final time on the **Aftermath Random Encounters** table, using **Context B** again, but this time, keep rerolling any results that do not involve at least one monster. **Jozan** is of course occupied digging, so will not participate in the attack that ensues.

At the conclusion of the combat, **Jozan** completes his task, and thanks the party immensely. He pays them, and is ready to send them on their way... when he realizes that he and the party are all stranded in the **Graveyard**! If the party is aware of the **secret door** connecting the south of the **Graveyard** with the north wall of the **Zugul Church** (p 162), they may suggest using that to escape to safety; doing so means they can navigate to the south of the **Town Square** without further challenge. Lacking knowledge of such a shortcut, however, the group will have to move through the area encroached directly by the **Dark Obelisk**—roll one final time on the **Aftermath Random Encounters** table, using **Context D**.

Successfully escaping the **Graveyard / Town Square** area, via either method, merits one third and final **Reward Star**.

The Earth Shook (Complete): Law +2, Love +2

Successfully burying the body in the **Graveyard** generates a **Catalyst Impact** of **Law +2, Love +2**.

This quest terminates when the PCs complete their aid of the situation, if **Jozan** and the PCs part company, or if somehow **Jozan** is slain.

Please refer to page 436 for full details about **Jozan**.

Quest: Kisses from Afar

Summary: Driven slightly maniacal after the death of her lover **Phadian Gess**, **Lingona** takes bow shots at strangers until she's discovered.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Lingona the bard.

Kickoff: Random Encounter.

Description:

To start things off, first make a ranged attack on the party—select a PC at random. Use **Lingona's** standard attack with a thrown dagger (i.e., dagger (thrown) +4 (1d4+1/19-20)). The attacked PC hears a *whiff* in the air, and nothing more; the main reason anyone in the party realizes they're being attacked is either the dagger clattering to the cobblestones, or the blade suddenly sticking out of the armor of one of their own!

In the spirit of equipping the GM enough to preemptively debate any strict rules adherents in the gaming group, ordinarily, the PCs would have a well-regulated chance to notice the bard's attack, and the whole matter might be handled differently according to certain rules. However, it's worth remembering that this is the chaotic aftermath of an upheaval of the natural state of things: an enormous chunk of pure chaos has just burst forth, along with dozens, perhaps hundreds, of nasty creatures. Fire rains from the sky; fireballs streak across it. No building in town is completely unscathed, and all but the most stalwart or sociopathic citizens are unhinged to varying degrees.

So, yes, it's a bit harder than usual to notice who's flinging daggers at you.

Lingona's normal profile indicates she ordinarily carries a single dagger—these are not ordinary times. She's scavenged all manner of weaponry from dead bodies, the **Leaky Cask Tavern** (DOAB), and households; the bard is equipped with a sufficient stock of edged, somewhat aerodynamic tossable arms to keep this up for a long time.

This quest is all about avoiding the attacks until they cease, or finding their source and putting an end to it. Until this quest terminates, every **1d4** minutes (i.e., **10-40** rounds), **Lingona** will attack again, with the same profile.

In her newly-chaotic and reckless state, **Lingona** lacks a focused attention span, and could easily get bored with her little morbid game. After the first attack, there is a **10%** chance she will cease her attacks. Make this same check after each attack; every subsequent attack increases this likelihood of distraction by **2%**. So, for example, after the **fourth** attack, there is a **16%** chance she will stop. If she decides to stop attacking, this quest ends without any further chance of

the PCs discovering who was behind the bizarre anonymous assaults; surely frustrating.

If your gaming group is the sort that simply **must** figure **everything** out, and you determine that **Lingona** stops her sniping, the GM is encouraged to forcibly select this Quest again sometime later in the adventure, to give the PCs a chance to solve the mystery. Or, alternately, you can simply ignore this "chance to stop" entirely and just have her keep attacking until the PCs pass their check (see below).

Despite the chaos of their surroundings, sharp PCs may be able to figure out where the attacks are coming from. After each attack is resolved, assuming the PCs are explicitly interested in noticing the source of the attack, you may make a **Perception** check, opposed by **Lingona's Disguise** check; the PCs take a **-2** circumstsance penalty to reflect the chaos of their surroundings.

Success means they see a flash of clothing around a particular corner, and the chase is on. **Lingona** will of course flee, but not far; she will duck into the nearest alley or building and try to hide. If the PCs follow her, make an additional **Perception** check, again opposed by **Lingona's Disguise** check, but this time with no penalty; failure means she remains hidden and will escape once the PCs leave the area to search further—her attacks will resume **10 minutes** later. Success with this second check reveals the sneaky bard, and grants the PCs **1 Reward Star** for doing so.

The PCs can simply attack or kill her; she will put up a fight, but her main aim is to try and escape if she can. This attack is fairly justified, but still, there may be more peaceful ways to resolve the situation, and so it may still attract chaotic attention: roll once on the **Aftermath Random Encounters** table (p 130), using **Context C**, to see if anything intervenes. If a combat encounter ensues from this roll, **Lingona** will use the distraction to sneak away, cackling to herself while doing so; she then survives and this Quest may be randomly picked again later in the adventure, but for now, this Quest ends.

If attacked, **Lingona** has lost enough of her sanity that she won't even try to talk her way out of the situation; she will grin maniacally and join combat grimly. The effect is fairly unsettling, and all at once, somewhat explains her behavior: of course she's flinging daggers; she's insane. If the PCs notice this, conclude that she is simply insane, and sheath their weapons, she will look puzzled, and put down her own as well, allowing the group to continue in the vein of a possibly-nonlethal solution (see below).

Kisses From Afar (Attack): Law +1

Attacking **Lingona** produces a **Catalyst Impact** of **Law +1.**

The possibly-nonlethal approach is to try and talk with her. As mentioned above, **Lingona** is on the brink of losing her mind fully, so the situation must be approached delicately. The gaming group is encouraged to take advantage of this opportunity to roleplay on both sides, but from a rolling-and-checking standpoint, it takes the form of the following **skill challenge.**

If by some chance the PCs are aware that **Phadian Gess** has died in the **Eruption**, and that he and **Lingona** were lovers, then they may skip the **First Check** entirely, and consider it automatically passed if reverted to.

Just Put Down the Knife

First Check: Sense Motive, opposed by Lingona's Bluff. Failure means she tries to run away again. Success gives the PCs the impression that she might have lost someone dear to her in the Eruption; the sympathy they may now feel advances the challenge.

Second Check: Diplomacy, opposed by **Lingona's Bluff**. Failure reverts to the **First Check**; success gets the bard to listen to the party seriously, and advances the challenge.

Third Check: Lingona takes out her mandolin and beings to play. It's not magical, however; any bard in the party immediately notices that it's simply nervous playing. This check therefore is **Diplomacy** or **Intimidate**, opposed by **Lingona's Bluff (Perform (String Instruments))**. Failure reverts the challenge to the **Second Check**; success completes the challenge.

Successfully completing the challenge above convinces **Lingona** to stop with the morbid theatrics, and try and get to safety where someone can look after her and help her begin to heal. Completing the **skill challenge** grants the party a second **1 Reward Star**.

If the party is aware of any **places of sanctuary** (p 127), they may go the extra mile and attempt to escort her to safety. Successfully doing so merits a third **1 Reward Star**, but may not be a walk in the park: roll on the **Aftermath Random Encounters** table, using **Context B**, to see if anything impedes their progress.

Kisses From Afar (Talk): Law +2 / +4

Talking **Lingona** down creates a **Catalyst Impact** of **Law +2.** Escorting her to safety increases this impact to **Law +4.**

This quest only ends if the party discovers and confronts **Lingona** (and either kills her, or convinces her to stop), if she is slain in some other fashion, or if the GM determines that she has become bored and takes her mayhem elsewhere.

Please refer to page 459 for full details about **Lingona**.

Quest: A Devil Made Me Do It

Summary: Zook Beren claims to know of a safe place; instead, he leads the PCs into an ambush because he's under the influence of powerful and evil villains.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Zook Beren.

Kickoff: Random Encounter.

Description:

"Ah, thank the Gods someone's there! Come, quickly, now!" A young and competent-looking gnome beckons you to him. "Ye've gotta be daft, to be out and about. Don't ye know the city's gone mad? Evil everywhere, and where

there's not evil, chaos. Come with me. This way!"

The **Leaky Cask Tavern's** master brewer, **Zook Beren**, approaches the party and claims to know of a safe place. If the party has met with **Zook** before, they may know him to be a straightforward, seemingly honest gnome, and will likely trust him, particularly if their health and resources are low already from prior battles.

Zook does not state a particular building or objective; as this encounter might occur anywhere in the city, simply have **Zook** guide the party along the nearest alley, in a direction generally away from the **City Gates**. If the party asks him where this sanctuary is, he simply says it's closeby.

If the party already knows of one or more **places of sanctuary** in the city, they may suspect something, as it's clear that the brewer is not leading them to one of them.

After **3** minutes of leading the party along, an **ambush** is sprung: roll on the **Aftermath Random Encounters** table, using **Context D**; reroll any results that do not explicitly involve one or more monsters. The monster(s) target the PCs; **Zook** himself says "I'm dreadfully sorry! They got hold of my mind, and... well, best of luck to ye, truly!" He then escapes while the PCs' attention is presumably occupied.

Zook was cornered by a powerful mind, and coerced into leading townsfolk into this ambush. For his part, he was under the impression that it guaranteed his own safety, so long as he succeeded in his task. He truly does regret what he is doing, but in the chaos and villainy of the aftermath, he doesn't see any other option.

Either out of suspicion, or general evil hostility, the party can attack **Zook**. Whether this happens right away upon seeing him, or just before the **ambush** is sprung, it brings the same attention: roll as described above on the **Aftermath Random Encounters** table, and have the monster(s) attack the party wherever they are stopped. **Zook** escapes in the ensuing battle.

A Devil Made Me Do It (Attack): Chaos +1

Attacking **Zook** produces a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** in this Quest.

The party can simply walk into the trap, unawares. If they truly didn't suspect anything about **Zook** and his promised sanctuary, they are automatically taken by surprise; the enemy gets a **surprise round** of combat before the battle is truly joined. If they even vaguely didn't trust the gnome's purpose, make a single **Perception** check for the party, using the PC with the highest such value; oppose it with the monster(s)' **Stealth** check. The monster(s) get a **+4** circumstance bonus for lurking in hiding already. If the PCs fail, they suffer the enemy having a **surprise round** of combat; if they succeed, combat proceeds as normal.

Aside from the normal **XP** award for defeating the creature(s) involved in the ambush, there is no additional reward for either of these options (attack **Zook**, or follow him blindly).

Falling into the trap has no **Catalyst Impact**.

Suspicious PCs may question **Zook** before agreeing to follow him. Make a **Sense Motive** check, opposed by **Zook's Bluff** check; success suggests that the gnome is flustered, anxious, and generally amped up in a manner far more than seems appropriate for the context. If this isn't enough on its own to keep the PCs wary, they might sensibly question him: if it's so dangerous in the city, how come **Zook** himself seems safe? **Zook** will claim it's because he's aware of this safe place, and he only leaves it for short durations, and then only to gather innocents like the party back into safety. The PCs may attempt another check with this response, same as before, if they didn't succeed, with the same results. Successfully passing at least one of these checks, and having reasonable doubts in the first place, merits **1 Reward Star**. Once the party has gained this amount of suspicion, they may attack him (see above), follow him anyway (see above), leave him altogether (see below), or offer to escort him to a true safe place (see below).

A Devil Made Me Do It (Truth): Law +2

Discovering the truth begets a **Catalyst Impact** of **Law +2.**

This stacks with other **Catalyst Impacts** in this Quest.

At any point prior to following **Zook**, the PCs may offer to lead the anxious gnome to safety of their own selection. This is possible only if the party is already aware of at least one **place of sanctuary**. **Zook** will have misgivings, and feebly claim his own is closer by, but once he understands the party is sincere, he will seize upon the opportunity. Along the way, make at least one roll on the **Aftermath Random Encounters** table, using **Context B**. During any combat encountered in this manner, **Zook** will stand by, terrified not only of the battle but of villains behind the monsters holding him accountable for his treachery. Successfully escorting the gnome to true safety will earn the party **1 Reward Star**; this may stack with the **Star** that may already have been earned via skill checks (above).

A Devil Made Me Do It (Escort): Law +1, Love +2

Escorting the gnome to safety brings about a **Catalyst Impact** of **Law +1, +2.**

This stacks with other **Catalyst Impacts** in this Quest.

If for any reason—disinterest, preoccupation, or suspicion, for example—the PCs do **not** choose to follow **Zook**, he becomes noticeably more flustered. He repeats his dire assessment about the safety of the city, and urges the party to come with him for their own good. Wise PCs will pursue questioning (see above), but if that is unsuccessful, or if the party does not question him, they may simply decline a second time. **Zook** finally begs the PCs to follow him, and vaguely suggests his own life is in danger if they do not comply. If the party leaves him at this point, roll once on the **Aftermath Random Encounters** table, using **Context C**; any monsters that result will attack the party, during which time **Zook** will escape. Once any encounter has been resolved, or if no encounter is rolled, then the PCs may take their leave of the gnomish brewer with no further consequence... other than the thought of the terrified gnome imporing them to comply.

This quest terminates if **Zook** leaves the PCs' presence or

is slain, if the ambush is sprung, or if **Zook** is delivered to safety by the PCs.

Please refer to page 592 for full details about **Zook Beren**.

Quest: Havens for Gold

Summary: Berinncorte's jester and greeter is willing to share valuable information... for a price.

Rewards: Up to **1 Reward Star**.

Locations: Any.

Key NPCs: Hueykins (page 662).

Kickoff: Random Encounter.

Description:

A brightly-dressed bard hails you, and greets you with wary warmth. He appears anxious, and constantly checking his surroundings. "How fare you, friends? Much luck finding shelter?" He shakes his head. "The things I've seen, these last few... what has it been? Minutes? Days? Years? It's hard to tell." Sighing, he brightens up all of a sudden. "Well, then. Good news, I have to share. Yes! If perhaps you've not yet heard, there are some scant few places, hidden here and there, where one might find solace, temporary reprieve, yes, from the terrors coming out of Town Square. I'm obliged to share them with you, to help ensure your safety. If I might, however, before I do... do you happen to have any coin to spare? I'm afraid I've donated my wealth, all, to those less fortunate, and as such the only currency to my name is knowledge."

Hueykins is more than willing to share his information... for a price. He claims to know of three safe places, and will share any number of them for **250 gp** apiece. He will accept coin, gems, or anything of value, so long as the street prices total his ask.

In no particular order, he claims these havens to be: the **Stables**, the **Butcher's Shop**, and the **Cryptkeeper's Shack**.

Note that two of these are most certainly **not** actual **places of sanctuary**!

In fact, **Hueykins** has no idea as to where is safe and where is not safe, and is merely trying to make a gold piece or two along the way, taking advantage of the chaos and townsfolks' general uncertainty. His accuracy, that the **Shack** is indeed safe, is pure chance: he picked it randomly.

In addition, the bard will give the PCs a discount for information: **100 gp** for each NPC that the party knows is alive or dead, and their location. He claims to be broke, so will only offer this payment in the form of a discount on his own knowledge.

Havens for Gold (Believe): Chaos +2

Paying for, and accepting, information from the jester incurs a **Catalyst Impact** of **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

If the party is suspicious, they may attempt a single **Sense Motive** check, opposed by the bard's **Bluff** check; success suggests that he may not be entirely confident in his claim. They may attempt this check anew for each claimed haven, so if the party spends the maximum bribe of **750 gp**, they may attempt this three times. In each case, use the **Sense Motive** value of the PC whose value is highest.

It could be that the PCs have actually visited one or both of the false "safe" places that **Hueykins** claims. If they point out to him one such mistake, he will apologize, shake his head, and explain that he is quite flummoxed from the chaos and running away from one monster or the other. He meant to say, instead, the **Sheergath Temple** (DOAB). Note that this, too, is unsafe; even more so than the other two false havens! If the party points out a second mistake, **Hueykins** will shrug, then grin, saying "well, you can't fault a bard for trying to make a profit, can you?" He will return the party's payment and own up to the truth.

As a result of a successful **skill check**, or as a result of proving him false through personal experience, the party may accuse **Hueykins** of treachery. Discovering the truth in either of these forms grants the party **1 Reward Star**. The bard knows he is outnumbered and outclassed in terms of combat capabilities; he will first try to pay them to forget the incident, offering **300 gp**. If the party accepts, he will bid them good day. If they refuse, **Hueykins** will increase the payoff to **500 gp**. If the PCs still decline, he will get angry, and try to run away. If they let him go, the PCs will not see the bard again in this adventure; if they chase him down, he will surrender if caught and plead mercy. Further action is left to the discretion of the GM; the town **Militia** has their hands full, so may not pay attention to a lying bard whose claims they already know to be of questionable accuracy.

Havens for Gold (Truth): Law +1

Discovering the truth about the claimed havens produces a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** in this Quest.

Attacking **Hueykins**, either as a consequence of discovering his ruse, or simply as its own evil act, will bring attention: roll immediately on the **Aftermath Random Encounters** table (p 130). Use **Context B** if the PCs have no real motive; use **Context C** if they have discovered the truth of his claims. Any monsters encountered will disrupt the conversation, and allow **Hueykins** the chance to escape.

Havens for Gold (Attack): Chaos +1

Fighting **Hueykins** results in a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if the PCs and **Hueykins** part ways, or if **Hueykins** is slain.

Please refer to page 423 for full details about **Hueykins**.

Quest: Unexpected Ally

Summary: A lone elven ranger and his animal companion offer to join the party.

Rewards: Gyldor and **Glyff** join the party for the dura-

tion of the adventure.

Locations: Any.

Key NPCs: Gyldor and **Glyff**.

Kickoff: Random Encounter.

Description:

You see a tall elven ranger; to his side crawls an intelligent-seeming wolverine. Gyldor greets you silently and beckons you closer.

With no preamble, he begins: "Well met, friends. I've been watching you for some time. Present circumstances prevent a more thorough discussion of the matter, but suffice it to say, you're needed... and elsewhere. Just so happens, I'm of a mind of get out of town as well. So I'd propose that we join forces, and get out of here with all alacrity."

Gyldor will, frustratingly, not elaborate on this cryptic description of the situation. The offer—and indeed, the circumstances—are precisely what they appear, and the offer is genuine.

This Quest results in no **Catalyst Impact**.

If the party attacks **Gyldor** at any time, he defends the blows and tries to escape. This is helped greatly by the attention such an act attracts—roll on the **Aftermath Random Encounters** table (p 130), using **Context D**, and keep rerolling until you get an encounter that involves at least one monster. Such monster(s) attack the party, and give **Gyldor** a chance to withdraw.

Note that **Gyldor** has a significant role to play in future components of this **Adventure Path**. The GM is encouraged, by hook or by crook, to endeavor to keep him alive if at all possible. If the PCs are dead-set against the elven ranger ally for some reason, further adventures will have a contingency available, but it's much better to simply have him alive. One option is to introduce a version of **Gyldor** who is more advanced than the **variable challenge** (DOAB) you are using for the PCs.

The PCs may be wary of the stranger's offer of help—justly so, given the circumstances! Any amount of **Sense Motive** or similar checks will reveal sincerity. But if the party isn't biting, then **Gyldor** will not press them; he takes his leave of the group and wishes them well. "I'm certain we will see each other again," he leaves them with.

Most parties will be only too glad of the help in the wake of the chaos! **Gyldor** joins the party if the PCs are willing, and will stay with them until the adventure concludes (or until he dies, of course). After each encounter, and during each decision as to what to do next, he presses the party to escape town with all urgency. As with other allies, he fights to the best of his abilities alongside the party. The GM is, however, encouraged to "fudge" the rules if necessary along the way to help ensure his safety (see GM note above).

While he is with the party, the PCs may have any number of questions for him. They may use his **skills** for challenges on behalf of the party, and he will answer any general questions about the city of **Berinncorte**, the locations of buildings, that sort of thing. He is not aware of any **places of sanctuary** (p 127), and in any event, would not seek them out, preferring instead to find a way out of the city entirely. **Gyldor** will not address any questions about his claims of having watched the party, about their larger purpose, or his own origins;

While cryptic, such discussions are beyond the scope of this adventure, and in any event do not fit the "mood" of Act Three. Though the players may be frustrated, the GM is encouraged to portray **Gyldor** in such a manner that such ambiguity is consistent with his character.

This quest ends if the party and **Gyldor** part ways, if **Gyldor** is slain, or if **Gyldor** joins the party.

Please refer to page 414 for full details about **Gyldor** and his animal companion.

Quest: Protection for a Price

Summary: A strange half-elven hawker offers seemingly vital items for sale.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: Kayzark.

Kickoff: Random Encounter.

Description:

This quest is similar to the random encounter "**Take a Look**" (DOAB), in that **Kayzark** appears, and has a hodgepodge of odd items for sale.

In addition to the items for sale in **Table 5: Kayzark's Wares**, which are still for sale at the same prices, he offers the following:

Table 17: Kayzark's Wares, Aftermath

Type	Item	Price
Protection	*signet ring of obscurity* (see below)	500 gp
Protection	*necklace of nondetection* (see below)	1,000 gp

Note that both items are cursed; see the descriptions below. Although both items function identically, the necklace is twice the price—**Kayzark** will claim it is due to the extra protection offered, but this, like the items' true nature, is a complete fabrication!

Signet Ring of Obscurity (cursed)

Value 50 gp; **Weight** ¼ lb.; **Materials** gold; **Nature** magical; **Aura** faint divination; **Slot** ring; **CL** n/a

This ring is black in color, with a faint purplish tinge in the signet area, which takes the shape of a cloak woven about a humanoid figure. It is typically marketed as providing protection; the wearer is supposed to suffer less attention from evil or chaotic enemies.

In reality, this is a cursed ring. Wearers may remove it at any time, but it bestows adverse effects that may be difficult to diagnose in separation from other factors. Donning the

ring, the wearer feels as though a dark shade or shadow has fallen over them; this should be interpreted optimistically as though it were a kind of cloak of protection unless the truth of the ring is known.

In the context of **Dark Obelisk: Berinncorte**, if this ring is worn by any PC, it "worsens" any rolls on any **Aftermath Random Encounter** tables. Specifically, rolls using **Context A** use **Context B** instead; **Context B** becomes **Context D**; and **Context C** is changed to **Context A**. Worst of all, rolls already using **Context D** are changed to **two** rolls: one using **Context D**, and a second roll using **Context C**.

Any conditions or restrictions that the circumstances apply to the roll still apply, and will apply to both rolls if two are called for using the above logic. For example, if an encounter asks you to roll on the **Random Encounter** table, and reroll until you get a monster encounter, you would still do that, but you would do it using the "worsened" **Context**.

Construction Requirements signet ring; ability to cast *bestow curse*; **Cost** materials and spellcasting

Necklace of Nondetection (cursed)

Value 50 gp; **Weight** ¼ lb.; **Materials** obsidian and silver; **Nature** magical; **Aura** faint divination; **Slot** neck; **CL** n/a

Blackish-purple in hue, this necklace is iridescent, and appears to be comprised of a series of ovular chunks of a polished stone, strung together on a chain of pure silver.

Hawkers will claim the item grants protective properties, shielding the wearer from enemies of all sorts, and granting additional favor if combat with such enemies is unavoidable.

In reality, this jewelry is cursed. A wearer may remove it at any time, but until they do, it will bestow adverse effects that may be difficult to diagnose in separation from other factors.

This necklace behaves exactly as a **Signet Ring of Obscurity (cursed)**; see above.

Construction Requirements necklace; ability to cast *bestow curse*; **Cost** materials and spellcasting

If the party is skeptical, they may attempt magic to discover the items' true nature. Alternately, the party may attempt a single **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check; success indicates that the half-elf is hiding something about the true nature or use of the jewelry on offer. Succeeding in one of these approaches grants the party **1 Reward Star**.

Protection for a Price (Truth): Law +1

Succeeding at a **skill check** as a result of skepticism, or divining the truth nature of the cursed items, creates a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** in this Quest.

Skepticism, intuition, or a simple evil nature may cause the party to attack the vendor. **Kayzark** is prepared for this, and conducts his transactions tensed, with his adrenaline up; he has one foot out the door already. Make a separate **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check; if the PCs fail, **Kayzark** gains a **surprise round** of combat, which he uses to flee at top speed away from the party. If the PCs pursue, he will continue to flee. If the PCs catch up with him, he will claim the jewelry is useless, and ask forgiveness; another **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check will reveal that he is still lying about something. Further action is left to the GM to regulate, recalling that the **Militia** has their hands full and will likely not care too much about a fraudulent vendor!

Protection for a Price (Attack): Chaos +2

Fighting **Kayzarck**, justified or not, results in a **Catalyst Impact**: **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest ends when **Kayzark** is slain, or if **Kayzark** and the PCs part ways.

Please refer to page 441 for full details about **Kayzark**.

Quest: Lend a Hand for a Landlord

Summary: The landlord of the **Upper-Class Residential District** has a few opportunities for a helpfully-minded group of adventurers such as the PCs.

Rewards: Up to **3,000 gp**, plus up to **2 Reward Stars.**

Locations: Any .

Key NPCs: Tarsheva Hornwood.

Kickoff: Random Encounter.

Description:

A half-elf woman in sophisticated garb heralds you and asks you to approach. "Well met, friends—or I hope that be so. I would ask your favor, in any of a few matters of some urgency."

There are three tasks that **Tarsheva Hornwood** asks of the party: **Retrieve** an item from one of her tenants' rooms, **Inform** her of the whereabouts of any or all of her tenants, and **Defend** the building against waves of attacks from **Forces of the Obelisk**.

The party may undertake any, all, or none of these activities, for varying levels of reward. The PCs may attempt these tasks in any order desired.

If at any point the PCs attack **Tarsheva**, it will attract attention: roll once on the **Aftermath Random Encounter** table (DOAB), using **Context B**; keep rerolling until you resolve to an encounter that explicitly involves one or more monsters. Such enemies will target the party, allowing **Tarsheva** herself to escape if possible.

Retrieve

Tarsheva knows that one of her tenants, the butcher **Ganyc**, will be desperate to know the whereabouts of a particular item, normally kept in his room. As she has not seen the man, she assumes it is still in his quarters in the **Upper-Class Residential District** (DOAB). She asks the PCs to venture into the building, gain access to his rooms, retrieve the item, and give it back to her.

The item itself is completely mundane: it's a writing quill, found on the writing desk in his bedroom. The challenge here lies in navigating the building without, or defeating any, incident.

Upon return of the item to **Tarsheva**, the party benefits of **600 gp** and **1 Reward Star**.

Lend a Hand for a Landlord (Retrieve): Law +1, Love +2

Retrieving the item for **Ganyc** introduces a **Catalyst Impact** of **Law +1, Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

Inform

Simply put, **Tarsheva** is worried about her tenants. If the PCs know of any of them, whether they're alive or dead, and where they were last seen, she will pay for the knowledge: **100 gp** for each of the following NPCs: **Ganyc**, **Welby Goodbarrel**, **Elena Lomazonne**, **Gunnloda Balderk**, **Larissa**, or **Waywocket Ningel**.

The PCs may return any number of times to the landlord, and can provide information on any number of NPCs when they do. **Tarsheva** will pay **100 gp** for the first update about any given NPC, and thereafter, if the PCs encounter a tenant again and report back with a new location, she will give a further **50 gp** for each such occurrence.

Lend a Hand for a Landlord (Inform): Law +1, Love +1

Each time the party produces information for **Tarsheva**, it creates a **Catalyst Impact** of **Law +1, Love +1**. This impact is regardless of the number of PCs described in each occurrence. For example, say the party **informs** three separate times: the first time, they describe one NPC; the second time, they describe four NPCs; and the third time, they describe two NPCs. The total impact is **Law +3**, **Love +3**.

This stacks with other **Catalyst Impacts** in this Quest.

Defend

There have been noises in the area, particularly to the west. **Tarsheva** asks the party to help defend the **Upper-Class Residential District** building against multiple waves of attackers. Of the three tasks she asks of the party, this is the only one that is time- and location-specific; whenever the party agrees, she will escort them to the western entrance of the **District**, and will help them defend. Treat her as an ally for the battles.

Joining their ranks will be **Berinncorte Militia** forces. At the start of the battle, **2d6 Berinncorte Militia** plus **1d4-1** (minimum zero) **Berinncorte Elite Guard** will be present. In between the waves, additional **Militia** will arrive to assist and help cover any losses.

Wave 1: Skeleton Attack; see page 133, and roll **three times** on that table to determine the assaulting force.

In between **Waves 1** and **2**, another **1d6 Berinncorte Militia** and **1d2 Berinncorte Elite Guard** arrive to bolster the defense.

Wave 2: Ettins and **Ogres**; one **Ettin**, two **Ogres**, and one **Skelettin** attack.

In between **Waves 2** and **3**, another **1d4 Berinncorte Militia** and **1d4 Berinncorte Elite Guard** arrive to bolster the defense.

Wave 3: 1 Skelettin plus **1d4 Chaos Beasts**.

The PCs will be rewarded handsomely upon the conclusion of combat: **1,200 gp**, plus **1 Reward Star**.

Lend a Hand for a Landlord (Defend): Law +5

Defending against all three waves of enemies results in a **Catalyst Impact** of **Law +5.** If the party leaves for any reason before the conclusion of all three waves and the defeat of all enemies involved, there is zero **Catalyst Impact** for the "Defend" component of this Quest.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Tarsheva** is slain, or if the PCs complete **all three** of the requested activities (**retrieve, inform**, and **defend**).

Please refer to page 556 for full details about **Tarsheva Hornwood**.

Please refer to page 598 for full details about **Berinncorte Militia**.

Please refer to page 603 for full details about **Berinncorte Militia Elite Guards**.

Please refer to page 743 for full details about **Human Skeletons**.

Please refer to page 689 for full details about **Skeleton Rogues**.

Please refer to page 741 for full details about **Skeleton Barbarians**.

Please refer to page 668 for full details about **Ogres**.

Please refer to page 653 for full details about **Ettins**.

Please refer to page 708 for full details about **Skelettins**.

Please refer to page 643 for full details about **Chaos Beasts**.

Quest: The Luck of a Drunken Fool

Summary: Cryptkeeper **Gurth** stumbles about in a stupor... oblivious to the hazards around him.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Cryptkeeper Gurth.

Kickoff: Random Encounter.

Description:

Note: This Quest is only available if the party has already completed the Quest "**It's Safe, But You Can't Stay Here**" onp <?>. Otherwise, do not initiate this Quest, and instead treat if as **No Encounter** unless otherwise specified in the Random Encounter table that brought you here.

Stumbling about before you is a stinking, disheveled gnome. He reeks of drink, and his gait is erratic. This is the Gurth you know and love, but in his intoxicated ambling, he seems to have no conception of what horrors face him in the city!

This is of course our beloved Cryptkeeper, in all his glory. In the wake of his all-consumed terror in the **Shack** (DOAB), he has once again taken to drink, and acts for all the world as though there is not in fact an enormous, building-sized boulder of pure chaos lodged in **Town Square** (DOAB).

The party has some options, observing him.

They can ignore him, and be on their way. Good-aligned characters, and those who spoke up for sheltering the gnome back to safety in the prior quest that enables this one, will likely balk at this approach. However, the Cryptkeeper benefits from a good deal of luck, and will be just fine, despite the seemingly obvious danger inherent in his ways.

It's almost beyond possibility that the party would attack the gnome, but doing so would generate a great deal of chaotic attention: roll immediately on the **Aftermath Random Encounter** table (p 130), using **Context D**, and repeat the roll until you resolve to an encounter involving at least one monster. Said monster(s) assault the party directly, leaving **Gurth** to stumble freely away, ending this Quest.

The Luck of a Drunken Fool (Attack): Chaos +6

Slaying the hapless, drunken gnome introduces a **Catalyst Impact** of **Chaos +6**.

Kind-hearted PCs will want to help the gnome. This is easier said than done: **Gurth** is in a complete stupor, and cannot comprehend the presence of others, let alone the meaning of their words. The smell of drink coming off the man far exceeds even the stench the party has encountered before; wise PCs will correctly surmise that the terrified Cryptkeeper has resorted to his steadfast companion, the bottle, to address his fears.

This is an outstanding opportunity for a gaming group to roleplay to hilarious effect. Regardless of the manner the GM and players wish to portray things, the challenge here involves defending **Gurth** against his own folly.

Left to his own pace, **Gurth** will walk in a random direction at half-maximum speed.

There are two approaches that will work, here.

A strong PC can opt to simply hoist the gnome up and carry him against his will, returning him to one of the **places of sanctuary** (p 127). Though the Cryptkeeper will struggle and protest incoherently, this will absolutely work; however, en route, the party may be affected by a random encounter: roll on the **Aftermath Random Encounter** table, using **Context B**. Note that **Gurth** must be held during any combat encounter; if he's put down, he will immediately start shambling away. This effectively removes one PC from fighting during any combat encountered.

When placed down in safety, **Gurth** will scowl at the PC who bore him, and spit in their face, but the party will benefit from **1 Reward Star** nevertheless.

Alternately, the PCs can simply play shepard, letting **Gurth** amble along, but defending him against threats. This is possibly the more entertaining approach, but certainly the more chaotic. The PCs must survive **4** random encounters, protecting the Cryptkeeper along the way.

For each of these encounters, roll on the **Aftermath Random Encounter** table, using **Context A**. Reroll any **Beneficial**, **Untouchable**, or **Villain** encounters. During any rolled encounter, **Gurth** will be completely untouched—no fireballs strike him, he suffers no damage from acid rain, no monsters target him, and so on. He will amble about randomly, but will not stray too far from the party—when determining a random direction, don't let him move more than 30 ft. away from the nearest PC.

After the **4** random encounters are navigated, **Gurth** comes to his senses, and looks at the PCs as though seeing them for the first time. "What are ye doing here?" he snorts, and walks away, toward the closest **place of sanctuary**. The PCs can follow him for additional protection, but strangely, no further random encounters plague him along the way.

After each encounter, there is a brief peace of no more than **1 minute**—then the next event begins!

Once **Gurth** is safely in a **place of sanctuary**, the party gains another **1 Reward Star**.

The Luck of a Drunken Fool (Escort): Law +1, Love +2

No matter how they go about it, if the PCs succeed in helping **Gurth** to safety, they create a **Catalyst Impact** of **Law +1**, **Love +2**.

This quest terminates if **Gurth** is slain or shambles away from the party, if the PCs successfully guide the gnome to a **place of sanctuary**, or after the PCs have suffered through **4** random encounters to help ensure the cryptkeeper's safety.

Please refer to page 409 for full details about **Gurth**.

Quest: A Quavering Quaffer

Summary: Berinncorte's apothecary now wanders the streets, selling potions of a much-needed nature.

Rewards: 4 *potions of cure light wounds*; **1 Reward Star.**

Locations: Any.

Key NPCs: Aramail Xiloscient.

Kickoff: Random Encounter.

Description:

A prickly half-elf dressed in robes grins vilely upon seeing you. He approaches, tosses wide his cloak, and offers his wares to the needy.

This is **Aramil Xiloscient**, the village apothecary. If the party has encountered him before, they may enter this encounter with a healthy dose of suspicion already; if not, they may venture into dangerous territory without a care.

In the wake of the **Eruption**, and with many more **townsfolk** in desperate need of healing and cures, **Aramil** sells all manner of potions. Everything on **Table 44: Apothecary Wares**

(DOAB) is for sale... but at scarcity-infected rates. His price for any *cure* potion is **four times** the price listed on that table; all other potions are merely **twice** the listed value.

If challenged on this scheme, he shrugs, and willingly admits to gouging the needy. But, as he helpfully points out, he's only so much inventory to dispose of; since his **shop** (DOAB) is so damaged, he can't easily make more. The high prices will help him restore his humble abode to full operation, at which time he will make it a point to offer sales and lower prices as a courtesy to those affected by the disaster.

In truth, he intends none of this, of course. Also, he has run out of stock a while ago, and is now selling possibly-harmful placebos in lieu of actual-functioning potions.

Keep track of any potions the party purchases. This may be difficult without arousing too much suspicion; one easy way of doing it is to note the type of potion purchased, and the next time a PC drinks a potion of that nature, assume it's the one they bought from **Aramil** as part of this quest, and its true effect is revealed. If the players themselves don't put two and two together, you can introduce a **Wisdom** check, at DC 16, to see if a PC connects the potion intended to the purchase.

When one of **Aramil's** potions bought as part of this quest is imbibed, roll on **Table 45: Apothecary Sample Effects**, p <?>. In addition to whatever effect resolved there, the drinker suffers **1d4** points of damage, and feels as though their insides are being jabbed with sharp metal for a few seconds.

The GM is encouraged to add additional, comedic or sinister effects if you desire.

Needless to say, the effect for which the potion was purchased and intended does **not** transpire. For example, a *potion of cure light wounds* heals no damage.

The party might attack the apothecary, particularly if they have discovered his secret of experimentation on and torture of sentient transients in town (see Quest "**Morbid Curiosity**", p <?>). If attacked, **Aramil** will attempt to flee, using all manner of devices to aid his escape. In addition, roll on the **Aftermath Random Encounters** table (p 130), using **Context B**; keep rerolling until you get an encounter with at least one monster, which will attack the PCs, allowing the apothecary a chance to escape.

A Quavering Quaffer (Attack): Chaos +2, Law +1

Attacking an evil man without provocation has a complex impact: specifically, a **Catalyst Impact** of both **Chaos +1**, and **Law +1**.

If, before a purchase, the party suspects something, they may attempt one **Sense Motive** check, opposed by the apothecary's **Craft (Alchemy)** skill; success indicates that he is lying about some aspect of the potions' natures. If the party wishes to confront **Aramil** with this suspicion, make a **Intimidate** or **Diplomacy** check, opposed by **Aramil's Bluff** check; success will grant the party **1 Reward Star**, gets the apothecary grifter to admit to his ruse, and as apology, he will give the party some actual potions that **do** work as normal:

Aramil's Apology

- *4 potions of cure light wounds*
- *4 potions of cure moderate wounds*
- *4 potions of cure serious wounds*
- *4 potions of cure critical wounds*

A Quavering Quaffer (Truth): Law +2

Discovering the truth, and benefitting by it, produces a **Catalyst Impact** of **Law +2.**

This quest terminates if **Aramil** is slain, if the party figures out his ruse and challenges him on it, or if the party ignores him and doesn't make a purchase. Unless the PCs figure out what he is doing, it's possible to encounter **Aramil** again later in the adventure if this Quest is rolled.

Please refer to page 279 for full details about **Aramil Xiloscient**.

Quest: Come With Me If You Want to Live. Or Not.

Summary: Blacksmith **Dimblegruffe** offers to escort the party to safety if they wish.

Rewards: Discovery of one **place of sanctuary**.

Locations: Any.

Key NPCs: Blacksmith **Dimblegruffe**.

Kickoff: Random Encounter.

Description:

A grizzled dwarven warrior approaches you. Dimblegruffe cuts right to the chase: "Looking to get to safety? Follow me, if you want; I know a place that's safe enough."

The offer is just what it seems: **Dimblegruffe** offers to guide the party to safety. Pick the nearest **place of sanctuary** (p 127); that's the safe haven toward which the blacksmith will lead the party. If the PCs are aware of a different haven they would prefer instead, **Dimblegruffe** won't argue, and will instead escort the party there.

Treat this as the blacksmith joining the party as an ally; she will fight alongside them en route. If the haven needs to be "cleared out" of monsters before it is considered safe (e.g., the **Cistern**), the blacksmith will fight alongside the party to help cleanse the enemy before partying ways.

Along the way, introduce at least one encounter: roll on the **Aftermath Random Encounter** table (p 130), using **Context B**. Resolve any encounter rolled in this manner. Then, unless that encounter specifically introduced at least one monster, roll a second time on the same table, using the same context; then resolve that second encounter. Repeat this cycle until the PCs and the blacksmith have fought at least one battle.

The PCs may be embroiled or interested in other activities, and not have time for this right now. They can simply ignore the blacksmith and be on their way. **Dimblegruffe**

will still tell the party the location of the haven she has in mind, however. No **Catalyst Impact** is produced by this approach.

It would be a bit bizarre and evil, but the party might turn on the blacksmith, and attack her. She will fight back as best she's able, but she'll know she's almost certainly outmatched. Fortunately, she will have a distraction to help her retreat and escape: as soon as battle is joined with **Dimblegruffe**, roll on the **Aftermath Random Encounter** table, and reroll until you get a monster encounter. The monster(s) indicated will attack the PCs.

Come With Me If You Want To Live... (Attack): Chaos +4

Refusing the offer of assistance, **and** attacking the innocent blacksmith, brings about a **Catalyst Impact** of **Chaos +4**.

Aside from revealing and obtaining assisted passage to a **place of sanctuary**, and any **XP** awards earned along the way via random encounters, there is no other reward to be gained from this Quest.

This quest terminates if **Dimblegruffe** parts ways with the party for any reason, if the blacksmith is slain, or when the PCs arrive at a **place of sanctuary** with her.

Please refer to page 342 for full details about **Dimblegruffe**.

Quest: Horseman for Hire

Summary: The city's stablemaster offers to join the party to help fight, for a price... but is of questionable resoluteness.

Rewards: Up to **1 Reward Star**, plus an ally joins the party (but see below).

Locations: Any.

Key NPCs: Brock Runnaheim.

Kickoff: Random Encounter.

Description:

An older dwarf smelling of horse approaches you. "Been out and about, much, have you? Seen any... well, I've seen some rather nasty beasts out there, and far worse. Could be that we could help each other out, is what I'm sayin'. Fancy an addition to your gathering, here?"

Brock Runnaheim is a bit shaken, and visibly anxious, at the state of the city in the wake of the **Eruption**. He's eager to join the party for protection, but will start off by negotiating for a commission.

His asking price to help with the party's defense is **100 gp**.

The party can accept this rate, or haggle, which takes the form of the following **skill challenge**. At any stage, the party can accept the current terms and exit the challenge.

Horseman for Hire Negotiations

First Check: Rate is 100 gp. Any pushback or negotiations by the PCs advances to the next check; the GM is encouraged to make a show of rolling a skill check, but it is not necessary.

Second Check: Rate is **50 gp. Diplomacy** or **Intimidate** check by the PCs, opposed by **Brock's Bluff** check: Success means the PCs advance to the next check. Failure means **Brock** holds firm to the current rate, though the PCs may attempt this check once more before he considers the offer final and the party must either accept or reject his help.

Third Check: Rate is **25 gp**. **Diplomacy** or **Intimidate** check by the PCs, opposed by **Brock's Bluff** check: Success reduces his rate to **0** and concludes the **challenge;** the PCs get his help for free. Failure means **Brock** holds firm to the current rate, though the PCs may attempt this check once more before he considers the offer final and the party must either accept or reject his help. Successfully negotiating to a zero-cost ally grants the party **1 Reward Star** as an additional benefit.

Horseman for Hire (Negotiations): Law +1

Zeroing out **Brock's** rate is worth a **Catalyst Impact** of **Law +1.**

Note that **Brock** is not quite the steadfast warrior he may once have been! He will fight as normal during combat encounters, but if any **Villain Encounters** or **Untouchable Encounters** turn up while he is with the party, he will immediately become **panicked**, and run away from the scene as quickly as he can. If the stablemaster escapes in this manner, it does not preclude him turning up later in the adventure, but he will immediately reduce his rate to zero and offer to help as best he can. Note that this "automatic freebie" does **not** grant the party the **Reward Star** it would if they came by this rate via navigating the **skill challenge** above.

The party may opt to assault **Brock** for the loot. This evil act attracts attention: as soon as the PCs declare their intent, roll on the **Aftermath Random Encounters** table, using **Context B**; reroll until a monster encounter is determined. Monster(s) that result attack the party; **Brock** can use the distraction to escape.

Horseman for Hire (Attack): Chaos +4

Attacking **Brock** amidst his offer of help incurs a **Catalyst Impact** of **Chaos +4**.

If the PCs decline his offer at any point of negotiations, **Brock** will look stricken and terrified, but will let the party leave.

This quest terminates if **Brock** is separated from the PCs for any reason, or if **Brock** is slain.

Please refer to page 304 for full details about **Brock Runnaheim**.

Quest: What of the People?

Summary: Berinncorte's sage will pay good coin for information about its notable citizens.

Rewards: 100 gp for each initial report on an NPC; **25 gp** extra for each subsequent update (theoretically, no upper limit).

Locations: Library.

Key NPCs: Tudra Coppereye.

Kickoff: Random Encounter / visiting **Tudra** in the **Library.**

Description:

Note that this encounter is a bit different than most others, in that it is indeed somewhat location-dependent: **Tudra** is in the **Library**, from which she has no intention of straying. However, this Quest that involves her may be initiated anywhere in the city, in that word of mouth will bring the opportunity to the PCs' attention.

If the PCs are being introduced to this quest by visiting **Tudra** in the **Library**, she will describe the situation herself:

"I see them," the wizened, bizarre little dwarf croaks. "I see them, about the city. Some here, some there. Points of light, and sparks of darkness. I cannot tell one from the other; my vision is clouded as through the dewy spiderweb of a grim morn." In the ensuing five minutes of cryptic mysticism, you deduce that the mystic is willing to pay for updates on key townsfolk.

Tudra Coppereye will pay **100 gp** for an update on any named NPC (see **Key Dramatis Personae** in the companion book ***Dramatis Personze & Bestiary***): specifically, whether they are alive or dead, and the location of where they were last seen. Subsequent to this first report on a given NPC, if the party encounters that NPC at a different location, they can return to **Tudra** to report that updated information; doing so is worth a payout of **25 gp**.

There is theoretically no upper limit to the amount of gold the PCs might earn in this manner, though in practice, traveling the city to search out NPCs is a treacherous endeavor, so it's unlikely that the party will see this as a bottomless pit of profitability. (In addition to which, it's something of a boring activity to do repeatedly, and only for this Quest!)

If instead the PCs are out and about in the city when this Quest is triggered, they come across a group of **1d6 townsfolk**. They seem to be searching about, walking swiftly and looking about them with a purpose. If the party approaches them, they will convey their task: **Tudra Coppereye** is willing to pay coin for information on certain key people; this group of citizens has banded together for some degree of safety in numbers in hopes of catching glimpses of, or hearing information about, anyone on her list. The conditions, payout, and all other aspects of the Quest are as described above.

What of the People? (Inform): Law +1, Love +1

Each time the PCs provide information on citizens to **Tudra**, it produces a **Catalyst Impact** of **Law +1**, **Love +1**. This is irrespective of the number of NPCs involved. So for example, if the party visits the **Library** twice, once to report on the whereabouts of 8 NPCs, and a second time to inform on 2 other NPCs, the total impact is **Law +2**, **Love +2**.

This Quest only terminates if **Tudra** is slain. Barring that unlikely event, she will always continue to pay for updated information so long as the PCs remain in **Berinncorte** and the adventure has not concluded.

Please refer to page 565 for full details about **Tudra Coppereye**.

Quest: Fabric of a Life

Summary: Otibus is willing to join the party and help them, if they will help him search the ruins of his family business.

Rewards: An ally joins the party, plus up to **2 Reward Stars.**

Locations: Any initially, plus **Textiles Shop**.

Key NPCs: Otibus.

Kickoff: Random Encounter.

Description:

A handsome, but sad-looking, dwarf inclines his head upon seeing the party. He approaches, shakes your hands warmly, and greets you. "Well met, friends," he says, his voice thick with weary. "I've a proposition for you, if you've a mind to help a grieving husband."

The offer is simple: help **Otibus** search the **Textiles Shop**, and afterwards, he'll join the party and help where he can.

If the party attacks him—a widower in mourning, asking for a simple task of help—it will attract vile attention and retribution. Roll on the **Aftermath Random Encounters** table (p 130), using **Context D**; keep rerolling until you get a monster encounter, which will target the party exclusively. This gives the confused and saddened **Otibus** a chance to escape the party's wrath.

Fabric of a Life (Attack): Chaos +6

Attacking **Otibus** for any reason incurs a **Catalyst Impact** of **Chaos +6**.

The PCs may have their hands full with other quests, or their resources may be low—they can simply decline, and walk away. Though this saddens the seamstress' husband, he doesn't stop them.

Taking **Otibus** up on the offer momentarily brightens his spirits. The party must then escort him to the **Textiles Shop**; on the way, make at least one roll on the **Aftermath Random Encounters** table, using **Context C**. Once in the shop, roll additional random encounters there as you normally would; reroll any results of **No Encounter** while the party is there, investigating. **Otibus** requires **ten minutes** to search the house, during which he will not participate in fighting if a combat encounter occurs. Once the party has defended him and helped him search for ten minutes, he shakes his head sadly, then tells the party "we can leave, now. I'm in your debt, and service, for as long as you wish." Helping in this manner grants the party **1 Reward Star**.

Fabric of a Life (Help Search): Love +2

Aiding **Otibus** in his search grants a **Catalyst Impact** of

Love +2.

This stacks with other **Catalyst Impacts** in this Quest.

Good-aligned PCs, or those sympathetic with the poor man's plight, may realize that fighting monsters amidst the rubble of his home city might not be the best therapy for the stricken **Otibus**. If, in their journeys, the party escorts him to a **place of sanctuary** (p 127), and drops him there, he will thank them earnestly. Though he has no wealth to bestow upon them in thanks, **Otibus' Attitude Tracker** grows **+15**, and the party gains a second, additional **1 Reward Star.**

Fabric of a Life (Escort): Love +4

Escorting the stricken widower to a place of safety bestows a **Catalyst Impact** of **Love +4**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Otibus** leaves the party's presence, or if he is slain.

Please refer to page 495 for full details about **Otibus**.

Quest: Comrade in Arms and Armor

Summary: A merchant, formerly of **Town Square**, now travels the city, looking to buy or sell. He will join the party for the right price.

Rewards: Gold for arms and armor; an ally joins the party (but see below).

Locations: Any.

Key NPCs: Donur Gravelsmasher.

Kickoff: Random Encounter.

Description:

A gritty dwarf in armor, shield, and morningstar sees you, and hollers, oblivious of the danger present in the city. Cheerily, he stomps up to you and greets you. He puts down the large sack of supplies he had been dragging behind him, and shakes your hands.

Donur Gravelsmasher has with him everything he used to sell in the **Town Square**; see **SQR-12: Camping Gear Kiosk**, p <?>, for details. He has but **1d4** of each item, and sells them at scarcity pricing: **175%** of prices listed in **Table 16: Camping Gear Kiosk Wares**, rounded up.

He buys, as well as sells: any arms or armor the party wishes to part with, he'll pay dearly for: twice the retail value.

Finally, he offers to join the party, selling his mercenary services as well. His rate is **75 gp** per day, counting today as a full day. He won't negotiate this rate down any, but the party can trade for the value using arms or armor.

If the party runs into a combat encounter involving any one hostile creature or character with a **Challenge Rating** more than **2** greater than **Donur** himself's, he will flee in **panic** and will not rejoin the party until this Quest turns up again.

Comrade in Arms and Armor (Flee): Chaos +1

When **Donur** runs away, it also applies a **Catalyst Impact** of **Chaos +1**.

The party could attack him, perhaps for the loot he bears. He'll defend himself, but there will also be a distraction: roll on the **Aftermath Random Encounters** table (p 130), using **Context B**; keep rerolling until you get a monster encounter. The monster(s) involved will target the PCs, leaving **Donur** free to drag his booty away to buy and sell another day.

Comrade in Arms and Armor (Attack): Chaos +3

Assaulting the dwarf begets a **Catalyst Impact** of **Chaos +3**.

Ignoring the chance to hire an ally, the party can do whatever trading they wish with the dwarf, and be on their way. There is neither benefit nor penalty to this approach.

This quest ends if **Donur** parts company with the party, or if he is slain.

Please refer to page 353 for full details about this **Donur Gravelsmasher**.

Quest: Of Noble Purpose

Summary: Town Square's beastmaster demands the party's help escorting innocents to safety, and will then join the party... but only if the PCs act in a Lawful Good manner.

Rewards: Up to **1 Reward Star**, plus an ally joins the party (but see below), plus identifying the foremost **place of sanctuary** in the city.

Locations: Any.

Key NPCs: Ines Borque.

Kickoff: Random Encounter.

Description:

You turn a corner, and see a half-orc woman leading a group of commoners all dressed in stained, shabby, torn garb. Seeing you, she shouts at the group to halt, then approaches you with grim but polite determination. Calmly, she greets you: "Well met, if friends you be. I'm leading these good people to safety; I might use any help I can obtain."

The party first sees **Ines** with a group of **3d6 townsfolk**; she is leading them to safety in the form of the **Library** (DOAB). The half-orc paladin will sense any paladins in the party; if she detects one, she will demand outright that the party join her in defense of the innocents. Absent a paladin PC, **Ines** will nevertheless be quite strong in her purpose, and in her request that the party join her.

Attacking **Ines** at any point in this quest is a terrible act, with consequences: in addition to a possible **Reward Star** penalty if any PC is Lawful and/or Good, roll on the **Aftermath Random Encounter** table (p 130), using **Context B**. Keep rerolling anything other than a monster result, and have the monster(s) target the PCs exclusively; this gives

Ines and her charges an opportunity to escape the melee.

Of Noble Purpose (Attack): Chaos +5

Attacking this Paladin in the midst of a Good act applies a **Catalyst Impact** of **Chaos +5**.

Ignoring the paladin's request might also incur a penalty, at the GM's discretion, but **Ines** will not fight the party if they choose to decline her demand. It will, however, degrade her **Attitude Tracker** by **-15**; **-20** if the party contains one or more Paladins.

Of Noble Purpose (Ignore): Chaos +1 / +3

Refusing the call of **Ines** to help results in a **Catalyst Impact** of **Chaos +1**. If the party includes one or more Paladins, this increases to **+3.**

Following her is the likely choice, here, though the way is perilous: along the way, roll once on the **Aftermath Random Encounters** table, using **Context A**. Two minutes after any encounter rolled is resolved, roll **a second time** on that same table, using **Context B**.

Upon successfully escorting the innocents to safety, if at least one **townsfolk** has survived, the party benefits of **1 Reward Star**. In addition, **Ines** offers to join the party for free. Assuming the PCs accept, she remains with the party for the remainder of the adventure.

Of Noble Purpose (Escort): Law +2, Love +3

Helping **Ines** finish the job produces a **Catalyst Impact** of **Law +2, Love +3**.

However, if at any time, the party makes a decision that is not Lawful Good, **Ines** will suffer a **-5** hit to her **Attitude Tracker,** and will leave the party. It is left to the GM's discretion as to whether **Ines** gives a "warning" of her intent before leaving, how many violations it takes for her to depart, what exactly constitutes a violation in the first place, and so on.

This quest terminates if **Ines** leaves the party, or if she is slain.

Please refer to page 430 for full details about **Ines Borque**.

Quest: Sad Searching

Summary: Shakira Alam was out of town when the **Obelisk** erupted; she now wishes to search for her lover, who she suspects perished in the attack.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Shakira Alam.

Kickoff: Random Encounter.

Description:

A solemn halfling approaches you. Her anxiety is palpable, and she asks your help: "I was hunting when the... thing came, to our city. I fear my... that a friend has... that she was in Town Square, when it... oh Gods..." Her words may drown out at this point, but her intent is clear.

Once she recovers, **Shakira Alam** will sell the party anything she would have done at the **Town Square**; refer to **Table 18: Locks and Rope Kiosk Wares**, on page 100. She has only **1d4-2** of any given item (minimum zero; roll separately for each item), and will sell at scarcity pricing: **double** the listed price, rounded up.

Although it might seem a huge distraction, and not that important given the events of the **Eruption**, the rope and lock merchant will still engage the party's services per the Quest "**A Particular Sort of Skeleton**", on page 101.

Her main focus, however, is on **Elizavetta Burak**, the town's only real prostitute and **Shakira's** lover. Sadly, **Elizavetta** perished in the **Eruption**. **Shakira** suspects this, as the woman did work right in **Town Square**, but she doesn't know for certain, and nevertheless, she just wants to see the body, if body there be.

The task asked of the PCs is simple: help **Shakira** search **Town Square** for the body of her lover, and defend her as she says goodbye.

The party can of course decline, and be on their way. No penalty or benefit is gained, and they may still buy items from **Shakira**, and/or pursue her other Quest. Walking way from her also does **not** preclude her turning up again, and offering the same opportunity to help her, if this Quest is randomly selected again later in the adventure. There is no **Catalyst Impact** to this decision.

It would be a truly horrific thing to attack **Shakira**. If the party states their intent to do so, roll **twice** on the **Aftermath Random Encounter** table (p 130). For each roll, keep rerolling until you get an encounter involving a monster. All the monsters from both of these randomized encounters descend upon the party at once; **Shakira** herself flees in **panic** immediately.

Sad Searching (Attack): Chaos +5

No matter what their bizarre motives, if the PCs attack this frantic lovelorn woman, there is a **Catalyst Impact**: **Chaos +5**.

Helping her do what she asks is the clear choice for Good-aligned parties; treat this as **Shakira** joining the party for the time being. On their way to **Town Square**, roll once on the **Aftermath Random Encounter** table, using **Context B**. Once at **Town Square**, the party gains **1 Reward Star** for their efforts. It's unfortunately not difficult to locate **Elizavetta's** body; stricken, **Shakira** kneels at her lover's side, and begins to say goodbye in her own private way. While the party is giving her the space she needs to start to deal with her grief, roll again on the **Aftermath Random Encounter** table, using **Context D**; during any combat encounter that results, **Shakira** will be unable to participate.

Assuming the party successfully defends the halfling against any intrusion, they gain a second **1 Reward Star**. At this point, **Shakira** thanks them dearly for their assistance, and

tells them they may go; from this point onward, any purchases from her at at a **50% discount** from the prices listed in **Table 18: Locks and Rope Kiosk Wares**.

If the party knows of one or more **places of sanctuary** (p 127), they may go the extra mile at this point, and offer to escort **Shakira** to safety. Along the way, roll on **Aftermath Random Encounter** table, using **Context B**. Once the party safety drops the halfling off in a safe place, they may gain a third and final **1 Reward Star**.

Sad Searching (Help):
Law +1, Love +3 / +6

Helping produces a **Catalyst Impact** of **Law +1, Love +3**. If the party goes the extra mile, and escorts **Shakira** to a safe place afterwards, the impact increases to **Law +1, Love +6.**

This quest ends if **Shakira** is slain, or if she and the party part ways for any reason.

Please refer to page 525 for full details about this **Shakira Alam**.

Quest: Come Out, Come Out

Summary: The city's foremost merchant has barricaded himself and several townsfolk in his store, and refuses to open the doors or come out.

Rewards: Up to **1 Reward Star.**

Locations: Any, plus **General Store**.

Key NPCs: Welby Goodbarrel.

Kickoff: Random Encounter / visiting the **General Store.**

Description:

Note that this encounter is a bit different than most others, in that it is indeed somewhat location-dependent: **Welby Goodbarrel** is in his **General Store**, from which she has no intention of straying. However, this Quest that involves him may be initiated anywhere in the city, in that word of mouth will bring the opportunity to the PCs' attention.

If the PCs are being introduced to this quest by visiting the **General Store**, they will hear **Welby** inside:

"I hear you," a muffled voice erupts from inside. "We don't trust you. We don't want you. Go away!" You hear a commotion, some scuffles, and then a different, more urgent, pleading voice: "He won't open the door! He's got us trapped inside! Please help!" Another scuffle, and the original voice returns: "Pay them no mind, interlopers! They're quite in shock, at what's become of our fair city, and can't be trusted with their own freedom! The risk is too great! Yes, too great!"

If instead the PCs are out and about in the city when this Quest is triggered, they come across a group of **1d6 townsfolk**. They seize the arms of the PCs, pleading with them to help: they describe the situation, and claim that **Welby Goodbarrel** has barricaded himself, and several poor **townsfolk**, inside the **General Store**.

The quest is straightforward: convince **Welby Goodbarrel** to open his doors. The portly halfling merchant has locked himself and a handful of **townsfolk** inside his **General Store** (DOAB), and refuses to let anyone in or out. To be fair, the man is simply worried about safety: his store is quite close to the **Dark Obelisk**, and he and his fellow citizens are terrified of any monsters getting inside.

Note that fulfilling this quest may be done in conjunction with the quest "**Debran Ormrick, Aftermath**" (p 157) as the objectives are identical: get **Welby** to open his doors.

To attempt the quest, the PCs need merely approach the door and try to speak with **Welby**. The GM is encouraged to roleplay this interaction to both dramatic, and possibly comedic, effect, but mechanically, the PCs must succeed in the following **skill challenge**.

Come Out, Come Out

First Check: Diplomacy, opposed by Welby's own Diplomacy; failure requires repeat (max 3); success advances.

Second Check: Diplomacy or **Intimidate**, opposed by **Welby's Bluff** skill. Failure reverts to **First Check**; success advances.

Third Check: Diplomacy or **Intimidate**, opposed by **Welby's** own **Intimidate** skill. Failure reverts to **Second Check**; success completes the **skill challenge**.

Successfully completing the entire **skill challenge** convinces the halfling merchant to open his doors. He will admit any **townsfolk** who wish to gain entry and possible refuge, and will allow any citizens who had been inside to escape as they wish. He himself will remain in the building, and will reseal the entrance as soon as the PCs depart, unless they succeed at one final **Diplomacy** or **Intimidate** check, opposed by **Welby's Survival** skill; failure means the merchant will blithely promise to remain outside his establishment, but will close the doors and barricade them as soon as is feasible; success convinces the merchant to try his luck seeking safety elsewhere.

At this point, the PCs benefit from **1 Reward Star** for having navigated the **skill challenge**.

Come Out, Come Out (Succeed):
Law +1

Getting **Welby** to leave his stronghold produces a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** in this Quest.

Lawful Evil (or militantly Lawful Good, presumably) PCs may wish to hold **Welby** to account for his forcible detention of unwilling innocents. The **Militia** probably will not care about such a trivial matter amidst everything else going on. Attacking **Welby** once he's already opened his doors seems a bit excessive; roll on the **Aftermath Random Encounters** table (p 130), using **Context A,** and reroll until you get a monster encounter. Said monster(s) target the PCs, allowing the portly little merchant to slink away safely.

Come Out, Come Out (Attack):
Law +1, Chaos +3

Assaulting **Welby**, no matter their reasons, means the PCs

create a **Catalyst Impact** of **Law +1** and **Chaos +3**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest only terminates if **Welby** indeed does open his doors.

Please refer to page 586 for full details about **Welby Goodbarrel**.

Quest: Ganyc, Aftermath

Summary: The town butcher seeks a place of safety... and the return of a precious item from his rooms.

Rewards: Up to **2 Reward Stars**, plus **750 gp.**

Locations: Any, plus **Upper-Class Residential District**.

Key NPCs: Ganyc.

Kickoff: Random Encounter.

Description:

Ganyc the town butcher approaches you, desperate and flummoxed. In a gibbering, distracted tone, he asks two things of you: "Please get me to safety, if you've a heart and a care for an innocent man's life! Also, it pains me, but there's an item I'd most want... it's in my rooms, in the south of town. Vanity it may be, but there's a quill that's important to me. To speak plain, good sirs and madams, I'd be grateful of your help in either or both of these, if you've the time to be of aid."

There are two tasks here, either or both of which the PCs may undertake: **Retrieve** an item from the man's rooms, and **Escort** him to safety.

The party might choose to ignore both options, and leave the man to his own devices. This incurs no penalty, and of course no reward, but ends the quest as soon as the butcher is out of sight. Such a path does not preclude this Quest being initiated again via another random encounter later in the adventure.

A bit bizarrely, the PCs might attack **Ganyc**, either right away, or at any later point in the Quest. This draws attention, as the man has done nothing wrong: make a roll on the **Aftermath Random Encounter** table (p 130), using **Context D**, and keep rerolling until you get a monster encounter. Monster(s) involved will seek out the PCs, and **Ganyc** can escape.

Ganyc, Aftermath (Attack): Chaos +2

Attacking **Ganyc** when he's simply asking for help means a **Catalyst Impact**: **Chaos +2**.

Retrieve

Ganyc asks the PCs to venture into the **Upper-Class Residential District**, gain access to his rooms, retrieve an item, and give it back to him.

The item itself is completely mundane: it's a writing quill, found on the writing desk in his bedroom. The challenge here lies in navigating the building without, or defeating any, incident. Its value is entirely sentimental, but the butcher will not go into any amount of further detail in the matter. He seems flustered, but not embarrassed, by the seemingly disproportionate attachment to such a relatively common item.

Upon return of the item to **Ganyc**, the party benefits of **750 gp** and **1 Reward Star**. Returning the item, however, can be problematic, as the butcher will not necessarily be in the **Butcher's Shop** where he might reliably have been found before the **Eruption**. Smart PCs will decide to first **Escort** him to safety, where he will be secure and predictable in his location.

Note that this Quest overlaps with the **Retrieve** component of the Quest "**Lend a Hand for a Landlord**", on p 171. If the PCs are aware of both Quests, they may return the quill to either **Tarsheva Hornwood** or to **Ganyc** directly.

Ganyc, Aftermath (Retrieve): Law +1, Love +3

Obtaining the quill and returning it to the butcher creates a **Catalyst Impact** of **Law +1** and **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

Escort

The task here is straightforward: lead **Ganyc** to the nearest **place of sanctuary** (p 127). Treat this as the man joining the party temporarily as an ally. If the PCs know of no such havens at the moment, they may simply keep the butcher in their party until one is discovered.

Assuming the PCs know a haven with certainty, their way may be perilous: roll at least once on the **Aftermath Random Encounters** table, using **Context B**. As a party ally, **Ganyc** will of course help fight in any combat encounter.

When they drop him off at a **place of sanctuary**, the party is thanked profusely and benefits from **1 Reward Star**.

This quest terminates only if **Ganyc** is slain, if the party declines his request, or if the party both leads him to safety, **and** retrieves the item he seeks from his quarters. Leading him to safety will leave him there, but will keep this Quest active; the party may return to him at any time to get the reward for obtaining the quill.

Ganyc, Aftermath (Escort): Law +1, Love +1

Making sure **Ganyc** is safe generates a **Catalyst Impact** of **Law +1** and **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Please refer to page 389 for full details about **Ganyc**.

Quest: Don't You Know Who I Am?

Summary: A powerful merchant princess demands safe passage out of the city. She will also pay good coin for information on surviving NPCs.

Rewards: Up to **2 Reward Stars**, plus gold (**100 gp** per known NPC), plus an ally joins the party.

Locations: Any.

Key NPCs: Elena Lomazonne.

Kickoff: Random Encounter.

Description:

A beautiful, finely-garbed lady wielding an impressive array of weaponry and flanked by a pair of Militia Elite Guard approaches you. With the collected bearing of royalty, she greets you. "Good day, sirs and madams. I am in need of escort and information, and will pay well for either. Might you be agreeable?"

The ruthless merchant princess asks two things of the party: **Information**, and **Escort**. The PCs are free to do either, both, or neither of these things. She has already requisitioned the two **Bernncorte Militia Elite Guards** to escort her, but given the level of danger present in the city, she is uncomfortable with just them as her escort to freedom.

The PCs may simply decline her offer entirely. **Elena** shrugs, says "your loss, then. Off with you," and motions for her existing escort to follow her. This does not preclude her turning up again later in the adventure, if this Quest is randomly selected; she will have the same offer for the party, but will begin the conversation with "Reconsidered, then?"

If the PCs try to attack her, they will have their hands full: In addition to her formidable guards, **Elena** herself is no slouch in combat. On top of this, roll on the **Aftermath Random Encounters** table (p 130), using **Context B**; keep rerolling until you get a monster encounter. In the resulting confusion, **Elena** and her guards will attempt to leave the area safely.

Don't You Know Who I Am? (Attack): Chaos +3

Attacking the merchant princess produces a **Catalyst Impact** of **Chaos +3**.

Information

Elena will pay for information on NPCs who have survived the **Eruption:** specifically, **100 gp** per NPC if the party has seen them with their own eyes, and can report on their most recent location.

As a merchant princess, **Elena** is foremost interested in the whereabouts and status of her competition. If the party has resolved any quests involving **Welby Goodbarrel**, she will pay **250 gp** for the full story and his current whereabouts (note that this does **not** stack with the **100 gp** reward mentioned above simply for knowing he's alive).

Don't You Know Who I Am? (Information): Law +1

Producing information on **Welby** creates a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Escort

Elena will join the party as an ally. Any **Berinncorte Militia Elite Guard** she has accompanying her will also join the party.

Escorting her to a **place of sanctuary** (p 127) is not ideal in her view, but she acknowledges that it's better and safer than simply finding her own way, even with her guards. If the PCs insist, she will begrudgingly stay there, leaving the party and remaining safe for the time being. For escorting her to safety, the party gains **1 Reward Star** and a **+5** modifier (**+10** if she is left in the nicer option of the **Library**) on **Elena's Attitude Tracker**. Eventually, she will start to feel imprisoned, and venture once again out on her own, but such behavior is beyond the scope of this adventure. At any subsequent part of this adventure, the party can return to the place where they left **Elena**, and ask her to again join their ranks, to be escorted out of the city; she will gladly take them up on the offer.

Elena's primary goal is to escape the city. If the party successfully leaves the city, with **Elena** as part of their number, they gain **2 Reward Stars** (only **1**, if they have previously benefitted from leaving her in safety).

The GM is encouraged to try and keep **Elena** alive as much as is feasible. Introduce random monster encounters, allow **Elena** some fudged rolls, whatever it takes. She and her backstory have a larger role to play in subsequent adventures, and although there will be contingencies in the event that she has been unavoidably killed, the narrative will flow much better if it is she who drives these events.

Don't You Know Who I Am? (Escort): Law +1, Love +2

Sucessfully escorting **Elena** to safety results in a **Catalyst Impact** of **Law +1** and **Love +2**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest terminates if **Elena** is slain, if the PCs and **Elena** part ways for any reason, or if the party escorts her to safety and leaves her there.

Please refer to page 364 for full details about **Elena Lomazonne**.

Please refer to page 603 for full details about **Elite Guards**.

Quest: Waywocket Ningel, Aftermath

Summary: The town's foremost jeweler will pay well to be escorted to safety, or merely even to learn where safety might be found.

Rewards: Up to **1 Reward Star**, plus gems worth **800 gp.**

Locations: Any.

Key NPCs: Waywocket Ningel.

Kickoff: Random Encounter.

Description:

A stubby gnome approaches you meekly. She greets you, then asks in a hoarse voice if you might be able to help her to safety. As payment, she points out that she is a jeweler of some renown.

Waywocket Ningel will settle merely for the name of any **places of sanctuary** (p 127), if the party is aware of any.

She will pay **100 gp** for the first such location's name, and thereafter **50 gp** for additional locations.

Her preference, of course, is to be escorted to one of these places. She will pay in the form of a pouch of gemstones worth a combined **800 gp** (rubies and onyx, small ones, in various shapes), and will part with this treasure upon successful delivery to a place of safety. Until that time, you may treat her as having joined the party as an ally, and although her combat effectiveness is somewhat questionable, her skills and talents may be of assistance to the PCs.

Successfully escorting **Waywocket** to a **place of sanctuary** results in a reward of **1 Reward Star**.

Waywocket Ningel, Aftermath (Escort): Law +2, Love +1

Escorting **Waywocket** as promised creates a **Catalyst Impact** of **Law +2** and **Love +1**.

The party may decline her offer. There's no penalty for this, other than to bear the memory of how sad the poor craftswoman looks in her disappointment (and her **Attitude Tracker** suffering a penalty of **-5**). This approach does not preclude helping her at some later point in the adventure, if this Quest is randomly selected again.

Waywocket Ningel, Aftermath (Ignore): Chaos +1

Ignoring the request has a slight **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

If the party attacks the poor gnome, chaotic forces will take note: roll on the **Aftermath Random Encounters** table (p 130), using **Context B**. Reroll any non-monster encounters, and focus the attention of any creatures introduced in this manner on the PCs. In the resulting chaos of battle, a terrified **Waywocket** will try to escape the situation.

Waywocket Ningel, Aftermath (Attack): Chaos +4

Needlessly assaulting the gnomish jeweler results in a **Catalyst Impact**: **Chaos +4**.

This quest terminates if **Waywocket** is slain, if she and the PCs part company for any reason, or when the party successfully escorts her to a **place of sanctuary**.

Please refer to page 581 for full details about this character

Quest: What an Endtimes to Be Alive

Summary: Larissa the Elder preaches the end-times to any who will listen.

Rewards: Up to **1 Reward Star**.

Locations: Any.

Key NPCs: Larissa the Elder.

Kickoff: Random Encounter.

Description:

A comely half-elf in full combat gear sees you, and strides toward you with zeal and purpose. "Well met, fellow doomed! How are you enjoying your last days upon this Realm?" You cannot tell if she is playing an elaborate joke that is falling flat, or whether she truly believes the words she is saying.

Larissa is not quite insane... not quite. She's driven, filled with a renewed mission, as a result of the **Eruption**. As an ardent follower of **Sheergath** (DOAB), the Lord of Resigned Fate, she views the emergence of a giant chunk of chaotic rock as a sign from her god. The fact that chaos reigns in what was once an orderly city has also not escaped her attention, though it's not quite as grand as she has imagined it.

She never imagined so much blood, for one thing.

Larissa's main goal now is to preach the end-times, telling all who will hear her that the world's end is nigh, that the **Obelisk** is a signal, and that the Realm shall be cleansed in a chaos of dark and fire.

Cheery things, basically.

While she is with the party, **Larissa**'s chants, shouts, and general musings attract a great deal of attention: whenever you roll on the **Aftermath Random Encounter** table, roll a second time, and use the higher value of the two rolls to resolve the encounter. For example, if you roll a **34**, and a **68**, you would treat it as having only rolled the **68**.

The PCs have a few options:

They can ignore her. Ridding themselves of her, however, is somewhat more difficult: latching on, she will follow the party and continue her preaching and malcontent. The GM is encouraged to portray her to darkly comedic effect in her sayings and observations. She will leave the party if attacked by the PCs (see below). **Larissa** will also leave the party if she and the PCs run into another group of **townsfolk** of any nature via Random Encounters; seeing fresh minds, she will latch onto that group instead, and follow them elsewhere. During any combat encounter, she will hold her own; treat her as having joined the party as an ally, whether they wanted it that way or not!

What An Endtimes to Be Alive (Ignore): Law +1

Although typically, ignoring a Quest produces **Chaos**, trying to ignore the chanting of the **Elder** of a Chaotic temple instead produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

If they are familiar with the **Sheergath Temple** (DOAB), they may offer to escort **Larissa** there. She will gladly join them, and will return to her temple; upon arriving, she will note that it is overrun, introducing the Quest "**Cleanse the Temple**" (p 163). Escorting her back to the **Temple** grants a reward of **1 Reward Star** to the party.

What An Endtimes to be Alive (Escort): Chaos +1, Law +1, Love +1

If the PCs successfully drop **Larissa** off at her own temple, it means a compound **Catalyst Impact**: **Chaos +1**, **Law +1**, and **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Chaotic and annoying she may be, but **Larissa** is an innocent—attacking her without cause is sure to draw attention. Roll on the **Aftermath Random Encounters** table (p 130), using **Context B**, and keep rerolling until you get a monster encounter, which will focus on the PCs. This allows **Larissa** the chance to escape.

What An Endtimes to be Alive (Attack): Chaos +3

Attacking the irksome—yet innocent—**Elder** provokes a **Catalyst Impact** of **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest terminates if **Larissa** is slain, or if she and the party part company for any reason.

Please refer to page 451 for full details about this character.

Aftermath Untouchable Encounters

Untouchable Encounters are those that are presented to the party with little chance of winning. They are meant to terrify and reroute, not to overcome. Depending on how many, and which, allies may have joined the party, the PCs may fare better at these challenges, but in any circumstance, they will still be formidable indeed. The GM is encouraged to offer any reasonable opportunity for the party to flee.

Generally speaking, if the party is somehow able to overcome any **Untouchable Encounter**, they should be awarded between **1-3 Reward Stars** in addition to the **XP** they normally receive, to represent the significant discrepancy in scale of challenge.

See "**Untouchable Encounters**", p 183, for more description on this concept.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ART-1: Creatures of Chaos

A single **Chaos Beast** attacks the party, fighting to the death.

If any member of the party passes a passive **Perception** check opposed by the **Chaos Beast's Stealth** check, the PCs hear the approach of the creature; if the PCs fail this check, the enemy gains the advantage of a **surprise round** of combat.

Chaos Beasts bear no treasure.

Please refer to page 643 for full details about this monster.

ART-2: Mohrg-id Curiosity

One **Mohrg** attacks the party, and will fight to the death.

Make a single **Perception** check for the party (use the PC with the highest such value); oppose it with the **Mohrg's Stealth** check. If the PCs succeed, they are not taken unawares; if they fail, the monster gets a **surprise round** of combat.

The **Mohrg** bears no treasure.

Please refer to page 664 for full details about this monster.

ART-3: Something Headless This Way Comes

Grim and terrifying, a **Dullahan** rides into battle with the party. It will fight until defeated.

Any PC may attempt a **Perception** check, opposed with the **Dullahan's Stealth** check. If any of the PCs succeed, they gain the benefit of a **surprise round** of combat.

Aside from the normal arms and armor carried by the creature, **Dullahans** yield no treasure.

Please refer to page 651 for full details about this monster.

ART-4: Hollow Heads, Hollow Heart

The party hears this threat before they see it: a **Skelettin**, lumbering about the town, sends tiny earthquakes in all directions when it stomps.

Any PC may attempt a **Perception** check, opposed by the **Skelettin's Stealth** check. If any of the PCs succeed, they gain the benefit of a **surprise round** of combat.

Aside from the normal arms and armor carried by the creature, **Skelettins** carry no treasure to speak of.

Please refer to page 692 for full details about this monster.

ART-5: Spectre of Death

Ghostly and surreal, a **Spectre** glides toward the party.

Before combat begins, make a single **Perception** check, opposed by the **Specture's Stealth** check. If the PCs fail, the **Spectre** gains a **surprise round** of combat.

The **Spectre** bears no treasure.

Please refer to page 696 for full details about this monster.

ART-6: From Beyond the Grave

A single **Revenant** assaults the party.

If the PCs have slain any NPCs, seen any perish, or come across any dead NPCs in their journeys through the city, the GM is encouraged to portray details about the monster in a manner that gives the PCs the impression that it's one of those NPCs.

Before combat begins, make a single **Perception** check on behalf of the party, opposed by the **Revenant's Stealth** check. If the PCs fail, the **Revenant** gains a **surprise round** of combat.

The **Revenant** carries no treasure.

Please refer to page 672 for full details about this monster.

ART-7: Gaunt and Mighty

A **Bodak** attacks the PCs.

The party may make a **Perception** check, opposed by the **Bodak's Stealth** check. If the PCs fail, the **Bodak** gains a **surprise round** of combat.

The **Bodak** bears no treasure.

Please refer to page 640 for full details about this monster.

ART-8: Shadow Demon

One **Shadow Demon** attacks the PCs.

As soon as this encounter is determined, make a single **Perception** check on behalf of the party, opposed by the **Shadow Demon's Stealth** check. If the PCs fail, the **Shadow Demon** gains a **surprise round** of combat.

There is no treasure to be had in the wake of defeating the **Shadow Demon**.

Please refer to page 681 for full details about this monster.

ART-10: Babau Demon

A single **Babau Demon** assaults the PCs.

Immediately make one **Perception** check on behalf of the party, opposed by the **Babau Demon's Stealth** check. If the PCs fail, the **Babau Demon** gains a **surprise round** of combat.

There is no treasure to be had in the wake of defeating the **Babau Demon**.

Please refer to page 638 for full details about this monster.

ART-11: Nabasu Demon

One **Nabasu Demon** assaults the PCs.

Make a single **Perception** check on behalf of the PCs, opposed by the **Nabasu Demon's Stealth** check. If the PCs fail, the **Nabasu Demon** gains a **surprise round** of combat.

The **Nabasu Demon** bears no treasure.

Please refer to page 666 for full details about this monster.

ART-12: Villain Encounter

Villains are even more powerful than **Untouchables** (p 183). The purpose of introducing **Villains** is twofold: first, to terrify the PCs and underscore the vileness and threat of the **Forces of the Obelisk**; second, to introduce characters who will have a greater role to play in future adventures in this **Adventure Path**.

To be clear: *under no circumstances* is the party expected to actually face, or defeat, any **Villain** in combat! Your job as a GM is to present any of these encounters in a manner to suggest that it would be suicide to face such a foe head-on.

A host of demons attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 18: Villain Encounter Composition

D%	Event
01-25	Crixen (Babau Demon)
26-50	Idelifix (Schir Demon)
51-75	Lythinmortus (Dark Stalker)
76-00	Vildanna (Dullahan)

Make a single passive **Perception** check on behalf of the party, opposed by the highest **Stealth** value of the monster(s) involved. If the party succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully. This surprise round may—and likely **should!**—be used to escape as quickly as possible. If they fail by more than **5** points, the enemy gains a **surprise round** of combat instead.

If, by some bizarre combination of luck and—well, a great deal more luck—the party fights a **Villain** and prevails, the rewards should be immense. Every single PC, whether they survive or not, should automatically gain enough **XP** to gain their next level. In addition, the GM is encouraged to invent a treasure reward appropriate for each character.

Crixen (Babau Demon)

Please refer to page 708 for full details about this monster.

Idelifx (Schir Demon)

Please refer to page 711 for full details about this monster.

Lychinmortus (Dark Stalker)

Please refer to page 714 for full details about this monster.

Vildanna (Dullahan)

Please refer to page 717 for full details about this monster.

FlexTable 16: Aftermath Untouchable Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-10	01-70	01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
31-37	11-20	71-73	06-13	**ART-1**	Creatures of Chaos (**Chaos Beasts**, p 183)
38-44	21-30	74-78	14-20	**ART-2**	Mohrg-id Curiosity (**Mohrg**, p 183)
45-50	31-37	79-81	21-28	**ART-3**	Something Headless This Way Comes (**Dullahan**, p 183)
51-56	38-46	82-84	29-37	**ART-4**	Hollow Heads, Hollow Heart (**Skelettin**, p 183)
57-62	47-55	85-88	38-45	**ART-5**	Spectre of Death (**Spectre**, p 183)
63-68	56-64	89-90	46-53	**ART-6**	From Beyond the Grave (**Revenant**, p 183)
69-75	65-72	91-92	54-62	**ART-7**	Gaunt and Mighty (**Bodak**, p 184)
76-82	73-80	93-94	63-70	**ART-8**	Shadow Demon; p 184
83-88	81-87	95-96	71-80	**ART-9**	Babau Demon; p 184
89-94	88-94	97-98	81-90	**ART-10**	Nabasu Demon; p 184
95-00	95-00	99-00	91-00	**ART-11**	Villain Encounter; p 184

Personal Effects

You may notice differences between the equipment normally carried by a given key NPC (as mentioned in the **Dramatis Personae** section, p 272) and the treasure that you may come across in the personal effects belonging to that character in the following map areas.

This is intentional. In some cases, certain equipment is assumed to be always present on the NPC if s/he is not present in their quarters. In others, it's worth remembering that this section describes life in **Berinncorte Basecamp** after the events of the **Eruption**; some characters have benefitted from better equipment in the aftermath, and others have less.

In all cases, unless the GM determines otherwise for a specific case, a given key NPC will carry with them the equipment described in their **Dramatis Personae** entry, and their personal effects, if any, will be as documented in the **Area of Interest** description.

Map 14: Berinncorte Gate Exterior, Aftermath (BEA-GE)

One square equals 25 ft.

BEA-GE: Berinncorte Gate Exterior

Please find a Players' Version of this map on page 777.

Nearly all buildings and areas in **Berinncorte** have suffered damage. Many have monsters roaming about.

The surviving population has largely escaped the city, and established a makeshift community in the area immediately outside the gates.

Terror & Fear: Opposing Forces

One might reasonably ask why a population fleeing a situation like that within the city would end up so close to it—after all, wouldn't it make more sense to run farther away from the thing you're afraid of?

There are two forces at work here: terror, and fear.

Terror is the immediate threat, the burned-in vision of neighbors and colleagues being torn apart by demons, and the physical wounds that are still healing. This is what has caused the flight from the city to any other place of save haven.

Fear, however, is what keeps the battered citizenry close to their home: monsters from the city have in some cases found their way out, and are roaming the countryside. To venture too far afield might mean running into them, and having zero support structure to call upon.

So while it might drive some to madness, and many may question whether a better choice may be possible, for the time being, at least, the population dwells right outside the city walls.

Nightly, they hear sounds of the horrors within wage further destruction upon their former home. Daily, they question their sanity, and second-guess the decision.

But uprooting and moving elsewhere seems unthinkable. To leave their home would mean truly giving up on it, to admit defeat, and to recognize that things will never return to normal.

There's a certain inertia in near-term defeat, a glum resignedness to the status quo, that has permeated the hearts of those huddled in the muddy shadows about the base of their onetime place of safety.

Rationalizing NPC Locations

It could be that the PCs encountered some NPCs within the city before they escaped. Once out of the city, they may well run into those NPCs in the surrounding environment described here.

To the PC's visibility, then, the NPCs they last saw inside the city are now outside, and the City Gate, being the only true egress from the city, is closed.

Your gaming group may not nitpick about this sort of inconsistency, but there is a solution if so.

Basically, you tell the PCs that the NPC in question escaped while the PCs "weren't looking". This could be after the PCs escaped, or between when the PCs last ran into the NPC in the city and when they themselves escaped.

Campaign Option: Open Berinncorte

The normal course of events in ***Dark Obelisk 1: Berinncorte*** leads to the closure of the **City Gates**, which prevents anyone from entering or exiting the city. The conclusion of the adventure is that the PCs successfully escape the city via the main gate, after which it is closed behind them.

Under this usual approach, the PCs ***may not return*** to the interior of the city after the adventure concludes. With a huge amount of monsters, half the citizenry slain, few places of solace and healing, and challenges around every corner, there's typically little incentive to go back, but it could be that your gaming group wants to go back, either to conclude Quests, reconnect with NPCs, or otherwise to explore the ruined city.

Default Assumption

Nearly all content described in this book assumes that the GM DOES implement or offer this "Open Berinncorte" approach.

Specifically, many **Quests** and **NPC** interactions from ***Dark Obelisk 1: Berinncorte*** are reproduced here, often with only slight alterations. This is because in an **Open Berinncorte** context, the PCs may enter or exit the city itself and encounter NPCs in either setting.

If an NPC Quest is intended to occur in the wake of the **Obelisk Eruption** event, and involves one or more **locations** of interest, generally speaking those locations will be inside the city of **Berinncorte**.

Implementing the Option

To implement this option, simply allow the PCs to freely enter and exit the city after they have escaped initially.

This approach may require a more complex role for the GM to keep things balanced. The encounters inside **Berinncorte** in *Act Three* of ***Dark Obelisk 1*** are calibrated to offer a great deal of challenge for most parties. Going back and forth between the city inside and the exterior is useful mainly as a means of retaining a connection with the city's NPCs.

At any time, the GM can simply "cancel" this policy and have the gates be closed to the PCs. Hordes of Berinncorte Militia could arrive on the scene, first pleading with and then physically restraining the PCs to keep them from opening the gates.

Keep in mind that the level of danger within the city remains high: it's a place of extreme volatility and unforgiving lethality, and there's frankly not a huge amount to plunder other than from a storytelling and experience standpoint.

BEA-GE-1: Berinncorte City Gate

Once proud, these tall, still-formidable gates are closed and solid, bleak in their current appearance, stained with soot and with blood.

To either side stand beleagured guards, Berinncorte Gate Guards whose armor has been stained and broken, and

whose spirits seem little better. Still, though, they stand, to either side of the entrance to the origin of their terror, facing outward.

Whereas once their task was to welcome, their task now is to prevent: nobody should have business within these cursed walls.

The **City Gates** are closed, and locked, and guarded, day and night. Nominally, this is to ensure nobody accidentally wanders inside; in reality, the most valuable function of this policy to to ensure nothing gets ***out!***

At the GM's option (see "**Open Berinncorte**", above), the PCs may be allowed to enter and/or exit the city as they wish.

This should be an intentional decision, made by the GM in advance, and carefully controlled so as to avoid PC slaughter!

Any time the PCs approach within 15' of the gate, the guards posted there will stop them; if they proceed, or if they linger for more than 5 minutes in the area without dispursing, the stationed guards will summon another **4d6 Berinncorte Militia** to join them. The guards will not strike the first blow, but once combat is initiated, they will fight to the death unless the PCs toss aside all weapons and lay down on the ground to cease hostilities.

Should combat of any sort commence within 25' of the **Gates**, **4d6 Berinncorte Militia** will join the fray two rounds afterwards. Five rounds after combat starts, another **2d6 Militia** will also join in.

These huge numbers are meant to make it plain to the PCs that they're not meant to go inside, but functionally, it makes sense: the surviving **Militia** will spend all their number if necessary to keep the Gates closed, as once they're opened, there's no telling what horrors might emerge from within the battered and terrorized city of **Berinncorte**!

BEA-GE-2: Market Square

Please refer to page 190 for a close-up of this region.

BEA-GE-3: Blacksmith's Tent

Page 193 contains more detail of this area.

BEA-GE-4: Supply Tent

More description of this area begins on page 196.

BEA-GE-5: Bar Tent

The makeshift replacement to the Leaky Cask Tavern is described in detail starting on page 199.

BEA-GE-6: Library Tent

Please go to page 203 for further details.

BEA-GE-7: Jeweler / Apothecary Tent

This dual-purpose domicile is detailed beginning on page 206.

BEA-GE-8: Common Dining Tent

A mess hall for the entire impromptu community, this space is described on page 211.

BEA-GE-9: Upper-Class Residential Tents

A replacement for the Upper-Class Residential District is depicted starting on page 214.

BEA-GE-10: Hunter's Hut

This small region is depicted close-up on page 218.

BEA-GE-11: Sheergath Tent

Details of this tent dedicated to the worship of the Chaotic Neutral god can be found starting on page 220.

BEA-GE-12: Mayoral Tent

Far from the finery of the two-story dwelling and office building inside the city walls, this large tent nevertheless functions well as an administrative place of leadership for the community. Find more details on page 225.

BEA-GE-13: Food Tent

A small tent containing foodstuffs for purchase can be found described starting on page 229.

BEA-GE-14: Citizen Tents

More detail for this array of tents can be found beginning on page 231.

BEA-GE-15: Lower-Class Residential Tents

Please refer to page 236 for more detail.

BEA-GE-16: Citizen Tents

Refer to page 792 for more information.

BEA-GE-17: Watchspire

This Watchspire is somehow startlingly intact. Please refer to page 770 for more information about these structures.

BEA-GE-18: General Store Tent

This general-purpose trading establishment can be found described in greater detail starting on page 250.

BEA-GE-19: Zugul Tent

The Lawful Neutral god's makeshift place of worship is described in more detail on page 254.

BEA-GE-20: Militia Tents

This array of tents and structures housing the remnants of the Berinncorte Militia can be found described on page 258.

BEA-GE-21: River Spew

This unsavory region is detailed on page 267.

BEA-GE-22: City Gate Square

This region is described in detail in the book ***Dark Obelisk 1: Berinncorte: Adventure Book.***

Map 15: Market Square (BEA-MKT)

One square equals 5 ft.

BEA-MKT: Market Square

Please refer to page 778 for a GM-redacted copy of this map.

Far From a Market

The title "**Market Square**" is perhaps doubly misleading: this area is neither of those descriptors, in truth.

It is, however, as much of a market as any other part of the **Basecamp**. While the interior **Market Square** inside **Berinncorte** served as a communal place to gather, entertain, and shop, such gatherings are rarer in the aftermath of chaos that has befallen the town.

Large groups of people inherently create risk, and folk tend to avoid clumps en masse.

Nevertheless, the PCs will almost always find some people here, and can find solace themselves.

BEA-MKT-1: Berinncorte City Gates

These are always locked and guarded; please refer to "**BEA-GE-1: Berinncorte City Gate**" on page 188 for further details.

Determine in advance if you are choosing to employ the "**Open Berinncorte**" campaign option (p 188) if you are integrating ***Berinncorte Basecamp*** in a post-***Dark Obelisk 1*** environment.

If you **are** using this **Open Berinncorte** approach (recommended, in the context of this book), the guards at this gate can be talked into opening the door for entry or exit once the PCs have made their way out of the city on their own in the climax of the ***Dark Obelisk 1*** adventure.

If you **are not** using this approach, these gates must remain sealed.

BEA-MKT-2: Dreadslime Pools

A bubbling, gurgling patch of acidic-looking goo sits here.

As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the finger-nail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter.

It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

Treat **dreadslime patches** as a **trap**, with the following profile. Stepping into, or across, any square containing a **dreadslime patch** will automatically cause damage unless the **Acrobatics** check described below is passed.

A PC may attempt the **Acrobatics** check first, and thereafter the **Reflex** check, if the first check is failed.

Dreadslime Patch

Type Organic; **Trigger** Touch; **Reset** Automatic

Detecting a **dreadslime patch** is automatic under full light. Under darkened conditions, dreadslime grows darker, and is more challenging to detect. If encountered outside during full daylight hours, assume the PCs see the dreadslime; indoors, or at dusk or night, the **Perception** check above applies.

Perception DC 12 / automatic; **Disable Device** n/a

Effect 2d8 acid (**Reflex** DC 20 halves; **Acrobatics** DC 22 negates)

Perception DC 14 / automatic; **Disable Device** n/a

Effect 3d6 acid (**Reflex** DC 22 halves; **Acrobatics** DC 24 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 2d10 acid (**Reflex** DC 24 halves; **Acrobatics** DC 26 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 4d8 acid (**Reflex** DC 26 halves; **Acrobatics** DC 28 negates)

Within the context of this adventure, there is no solvent or other useful means of getting rid of a patch of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

BEA-MKT-3: Bonfire

A thick, vibrant fire burns here, day and night, odd and defiant in the very shadow of the chaos and evil that has overtaken the city whose citizens now huddle about its warmth.

Several townsfolk are gathered here, in various states of repose and recovery: some tend wounds they appear to have recently sustained; others are asleep altogether; while others stare vacantly into the blaze, either for a moment of escape or because their minds have, at least temporarily, given up.

This is a place of relative safety and solace, favored by the surviving townsfolk of the city and therefore usually well-attended.

Regardless of the time of day, the circular zone that extends **30'** in every direction around the **bonfire** is the only place of absolute safety in the shanty-town surrounding **Berinncorte**.

At the GM's option, you may either reroll, or ignore, any **Random Encounter** results that are volatile or which involve monsters.

Alternately, you may simply suspend **Random Encounter** rolls altogether, particularly if you are introducing one or more named NPCs.

Finally, for stressed-out or otherwise beleguered parties, you may simply treat the **bonfire** as a safe zone and remove all NPCs and encounters and just let the party rest and recover!

At any time of day, there is apt to be folk about:

During **daylight** hours, there will be **3d4 Townsfolk** (p 622) hanging out here, as well as **2d4-2** (minimum 0) named NPCs.

At **night**, there will be **3d6 Townsfolk** congregated for safety, and as many as **3d4-2** (minimum 0) named NPCs.

This is also the perfect location in which to introduce NPCs. For random encounters, or even prompted whenever the PCs approach the area anew, the GM may wish to simply make an immediate roll or set of rolls on "**FlexTable 15: Aftermath NPC Encounters**" on page 153.

BEA-MKT-4: Woodpile

Near a rockpile, this extensive hoard of burnable wood is haphazardly stacked and spilled about.

Disturbing this pile, or attempting to scavenge it for loot, is pointless, and indeed disturbs some fauna who have been using it for refuge: upon entering any square covered in wood here with an intent to explore, a host of **Greensting Scorpions** is revealed, attacking until either their demise, or the departure of the PCs from wooded squares:

Scorpion, Greensting

(see page 740)

CR 1/4; **XP** 100; **2d4** scorpions

CR 3; **XP** 800; **2d6** scorpions

CR 8; **XP** 4,800; **3d6-1** scorpions

CR 10; **XP** 9,600; **3d8** scorpions

Other than burnable wood, there is no treasure to speak of in this area.

BEA-MKT-5: Food Tent

Please refer to page 229 for more information about this region.

BEA-MKT-6: Supply Tent

Page 229 contains more detail on this structure.

BEA-MKT-7: Mayoral Tent

The makeshift place of authority is described on page 225.

Map 16: Blacksmith's Tent (BEA-BST)

One square equals 5 ft.

BEA-BST: Blacksmith's Tent

Please refer to page 779 for a GM-redacted copy of this map.

Now More Than Ever

Blacksmith **Dimblegruffe** (p 342) has set up shop here, salvaging what tools and materiel she could and serving the needs of the population.

Now, more than ever before, the services of the smith are vital: even peaceable folk are wary and terrified in the face of pure chaos. Nearly everyone, these days, visits **Dimblegruffe's** shop, spending what silver they can scrape together

The GM is encouraged to reflect this in the smith's services in two ways: first, no magical weapons or armor; second, a discount on the mundane staples that are available.

While not particularly kind-hearted, **Dimblegruffe** is a warrior, and takes a certain pride in outfitting those who would stand against the evil of her fallen city.

Stealing in any manner from **Dimblegruffe** or any part of her smithy is viewed with high disfavor by the populace; many consider the smith to be their only real defense and hope of personal safety against the blight of the city. Refer to "**Pilfering from the Smith**", below, for details on how the citizenry will react if such actions are attempted.

BEA-BST-1: Supply Cart

Baskets and barrels of raw materials are stacked high on a sagging, run-down wooden cart. The wheels look as though they won't be good for much more back-and-forth; you suspect this cart is less a mode of transport for goods and more a makeshift outside table for temporary storage.

The description is apt: this cart doesn't go anywhere. Folk with metal or wood to sell will do so, then pile it here.

Pilfering from the Smith

Stealing from this cart is not only pointless—the only person to whom adventurers might resell pilfered materiel is Dimblegruffe herself!—but also dangerous.

Any attempt at thievery or extended search of this cart will draw the attention of many Townsfolk, all of whom value the smith's presence and service and will gladly turn the PCs in in a heartbeat.

Crunch-focused GMs may make opposed skill checks here (**Perception** of **Townsfolk**, p 622, vs. **Stealth** of the PCs, with a -5 penalty for the PCs since this cart is out in the open and in a valued location) to set off the alarm.

However, it's encouraged that this check be short-cutted, and the attempted thievery noticed automatically: common sense and decency should dictate an understanding that the remaining citizenry will not stand for it.

BEA-BST-2: Entrance

A warm, smoky atmosphere oozes out from the tent's entryway. As you step inside, the temperature ratchets up quite a bit; it seems a whole other world inside, one of metal and heat.

A barrel and some sacks lie to the southwest; to the northeast is a cart filled with all manner of hand weapons in various states of completion.

The **barrel**, which is easily opened without tools or force, contains **undrinkable water**, used mainly for the **Firepit** (see below) to quench heat.

Inside the **sacks** is a mixture of sand and dirt, used to sprinkle over fires in an emergency.

The cart contains simple, mundane hand weapons; treat them as **Broken** for combat purposes since they are not all finished.

BEA-BST-3: Sales Area

Only read the *italicized* text if **Dimblegruffe** is present.

Several tables are arrayed here, with various weapons and armor stacked on top. In between many of them are barrels.

A thick, chainmailed curtain blocks the view of another room to the southwest.

A dwarven smith works here, arranging items and speaking with customers if approached.

Dimblegruffe has every mundane weapon and armor available for sale or craft; at the GM's option, a given item may not be completed and immediately available for sale, but for a half-up-front payment, the smith will complete the item in the normal construction time requirement.

The **barrels** have raw materials in them and are valueless. They all have lids, but are not sealed.

During **daylight** hours, **Dimblegruffe** will always be here.

At **night**, there is a **40%** chance she will be here, working into the evening.

BEA-BST-4: Workshop

If the entryway had been warm, this smaller offshoot tent is hot.

Crates and tables are scattered everywhere; a workbench sits to the northwest, with chair next to it. A barrel with all manner of smith tools sits to the northwest immediately inside the curtain.

Atop two of the crates are wooden chests; atop the westernmost one is a pile of various arms and armor.

This area is typically off-limits to customers; without a specific and good reason for being here, the PCs will likely be asked to leave if **Dimblegruffe** is present in the shop.

The **crates** are sealed and require tool or force to open:

Workshop Crates

2" thick; **Hardness** 4; **hp** 20; **Break** DC 18

Inside are all manner of common, mundane weapons and armor; assume a variety of basic items.

The two **chests** are closed and locked when encountered, and bear the same profile as follows:

Workshop Chests

2" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 18

2" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 20

2" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 22

2" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 24

Inside the **northern chest** is monetary treasure:

Workshop North Chest

5 pp; 91 gp; 127 sp

23 pp; 171 gp; 201 sp

45 pp; 201 gp; 313 sp

69 pp; 338 gp; 384 sp

The **southern chest** yields the scant magic items in the shop:

Workshop South Chest

+1 studded leather armor*; *+1 daggers (2x); ***+1 sickle***

+2 studded leather armor*; *+2 daggers (2x); ***+2 sickle***

+3 studded leather armor*; *+3 daggers (2x); ***+3 sickle; +1 amulet of natural armor***

+4 studded leather armor*; *+4 daggers (2x); ***+4 sickle; +2 amulet of natural armor***

This is a good time to underscore the severity of thieving from the blacksmith!

BEA-BST-5: Firepit

In the southwest corner of the workshop is a firepit. The floor here is covered in slate and gravel, presumably to deter the spread of fire or the sparking of a stray ember. The canvas walls of the tent are reinforced with chainmail padding.

A big open barrel of water sits next to the fire; a second, unlit fire is to the northwest. Barrels and a stove complete the corner.

The **barrel** to the east is unsealed, and contains a second reservoir of **undrinkable water**.

There is nothing else of value here, though this cozy little corner is a rare place of peace and safety so long as **Dimble-gruffe** is either not present, or is somehow comfortable with the party staying here.

BEA-BST-6: Slagheap

In the back of the blacksmith's shop, behind the tents and near the stone wall of the city, lies a giant slagheap. This pile of stone, sludge, fallen pieces of the city wall, and other waste smells horrible and looks stale and horrid.

This is precisely what it appears, and conceals no treasure or other valuables... however, anyone touching a square of the slagheap has a **25%** chance per minute of alerting the beasts which call the pile home: a **Zombie Rat Swarm**:

Zombie Rat Swarm

(see page 703)

CR 2; **XP** 600

CR 6; **XP** 2,400

CR 10; **XP** 9,600

CR 14; **XP** 38,400

The rats, once aroused, will fight to the death, and leave no treasure.

Map 17: Supply Tent (BEA-SPT)

One square equals 5 ft.

BEA-SPT: Supply Tent

Please refer to page 780 for a GM-redacted copy of this map.

Overview

This tent is a general supply store, used by the citizenry as needed.

In larger or more formal developments, such a cache might be a granary, a silo, or a warehouse; in the remnants of society left in the shanty town outside the city walls, this simple tent must suffice.

Stealing from the People

There's some decent loot in here, as might be expected. However, thieving from this supply cache is tantamount to stealing from the surviving and bloodied people of **Berinncorte**.

Anyone caught stealing, or attempting to steal, or even really just hanging out here without much of a legitimate reason to do so, will be Arrested and punished.

It's left to the GM to determine an appropriate punishment, as it really depends on how you are integrating ***Berinncorte Basecamp*** with either the books in the **Dark Obelisk Adventure Path**, or your own campaign setting.

BEA-SPT-1: Entrance

Guards stand to either side of this entryway. Wooden chairs make their duties somewhat more comfortable.

From a security standpoint, it seems a good thing they're there, as the entrance has no flap or other means of protecting the contents.

At all times of day, **1d4 Berinncorte Militia** (p 598) stand watch here.

If attacked, and if they then have the ability to sound an alarm, an additional **3d4** guards will arrive within 4 rounds to reinforce their efforts.

Many surviving townsfolk believe this supply cache to be the only thing standing between a decrepit albeit somewhat safe life outside the city, and certain death or starvation. In that light, it's seen as an honorable duty to be stationed here to guard the cache.

As a result, the guards will fight to the death, secure in the knowledge that they die defending the life of their charges.

BEA-SPT-2: Supplies

Three crates, five barrels, various sacks and bags, and three chests are arrayed here.

In the center of the entryway is a square wooden table with chairs.

The **three upright barrels** on the west side of the entryway are sealed, requiring a tool or force to prize open:

Supply Tent Western Upright Barrels

2" thick; **Hardness** 3; **hp** 20; **Break** DC 18

Inside is a huge reservoir of **potable water**.

The **large dark-brown barrel** that's on its side to the north of this row is also sealed:

Supply Tent Western Side Barrel

2" thick; **Hardness** 3; **hp** 20; **Break** DC 20

Within is a huge store of mead:

Supply Tent Western Side Barrel

mead (**80 lbs**; **20 gp** total value)

All three **crates** are sealed, but bear the same profile:

Supply Tent Crates

2" thick; **Hardness** 6; **hp** 40; **Break** DC 20

Each has its own somewhat mundane, but essential, treasure:

Supply Tent Northwestern Crate

wheat (200 lbs, **1 cp** apiece)

Supply Tent Northern Crate

flour (180 lbs, **2 cp** apiece)

Supply Tent Eastern Crate

beans (160 lbs, **2 cp** apiece)

The real treasure, perhaps unsurprisingly, is to be found in the **chests**.

The southernmost chest is the largest, and the most easily accessed:

Supply Tent Southern Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 18

2" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 20

2" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 22

2" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 24

Inside that **southern chest** is valuable, yet likely disappointing, loot:

Supply Tent Southern Chest

honey (**30 lbs**, **60 gp** total value)

The **middle chest** is also locked, but with a higher-quality device:

Supply Tent Southern Chest

2" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 20

2" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 22

2" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 24

2" thick; **Hardness** 4; **hp** 20;
Break DC 26; **Disable Device** DC 26

Within is slightly better treasure than the chest's southern neighbor:

Supply Tent Middle Chest

chocolate (**20 lbs**, **200 gp** total value)

Finally, the best loot in the supply tent—at least from an adventurer's perspective—can be found in the **northern chest**, which is trapped as well as locked:

Poison Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 19

Effect Atk +2 melee and melee touch (**1d4** plus **bloodroot poison**)

Bloodroot Poison: Injury; **Save** Fort DC 12; **Onset** 1 round; **Frequency** 1/round for 4 rounds; **Effect** 1 Con and 1 Wis; **Cure** 1 save

Perception DC 20; **Disable Device** DC 21

Effect Atk +6 melee and melee touch (**1d6** plus **bloodroot poison**)

Bloodroot Poison: Injury; **Save** Fort DC 14; **Onset** 1 round; **Frequency** 1/round for 4 rounds; **Effect** 1 Con and 1 Wis; **Cure** 1 save

Perception DC 22; **Disable Device** DC 23

Effect Atk +8 melee and melee touch (**2d6** plus **bloodroot poison**)

Bloodroot Poison: Injury; **Save** Fort DC 16; **Onset** 1 round; **Frequency** 1/round for 4 rounds; **Effect** 1 Con and 1 Wis; **Cure** 1 save

Perception DC 24; **Disable Device** DC 25

Effect Atk +10 melee and melee touch (**2d8** plus **bloodroot poison**)

Bloodroot Poison: Injury; **Save** Fort DC 18; **Onset** 1 round; **Frequency** 1/round for 4 rounds; **Effect** 1 Con and 1 Wis; **Cure** 1 save

Supply Tent Northern Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 24

2" thick; **Hardness** 3; **hp** 20;
Break DC 26; **Disable Device** DC 26

2" thick; **Hardness** 3; **hp** 20;
Break DC 28; **Disable Device** DC 28

2" thick; **Hardness** 3; **hp** 20;
Break DC 30; **Disable Device** DC 30

Supply Tent Northern Chest

+1 dagger*; *amulet of leadership **(+2 Cha); ruby necklace** (**237 gp** value)

+2 dagger*; *amulet of leadership **(+3 Cha); ruby necklace** (**391 gp** value)

+3 corrosive dagger*; *amulet of leadership **(+4 Cha); ruby necklace** (**789 gp** value)

+3 corrosive burst dagger*; *amulet of leadership **(+5 Cha); ruby necklace** (**2,687 gp** value)

Map 18: Bar Tent (BEA-BRT)

One square equals 5 ft.

BEA-BRT: Bar Tent

Please refer to page 781 for a GM-redacted copy of this map.

Where Everybody Knows Your Name

The "**Market Square**" (p 190) is hardly the social nexus its inside-the-city analog once was before the **Eruption**.

A poor, yet refreshing, substitute is this zone of inebriation known as the "**Bar Tent**". One good thing—if it can be called that—about the entire city being torn apart, is that virtually everyone was affected equally. Rich or poor, and of lowly or lofty station, all are punish'd—and all are in need of solace.

This area is a great opportunity to introduce NPCs, since at one time or another, every single survivor has need of a drink and a friendly, commisserating face.

Typically, there will be **3d6 Townsfolk** (p 622) here, in various states of intoxication. Similarly, the PCs can expect **2d4-1** named NPCs (you may randomize or pick, as suits your needs.

Once A Barkeep...

Jozan (p 436) has erected this tent, and runs it. In the aftermath of the **Eruption** in ***Dark Obelisk 1***, he enlisted the help of several citizens to run back into the ruined city and steal back many of his wares.

Though hardly what he's used to, the tent serves well enough. It helps that the needs and standards of the population have certainly fallen!

He can typically (**60%**) be found here during any time of day. If he's absent, there will be at least one **bartender** (count as a **Townsfolk** in terms of profile).

BEA-BRT-1: Entrance

A hearty hubbub of conversation emanates from the tent flap. The hum of chitchat it spiced with the occasional voice raised in anger or exuberance. The low, stale scent of spilled libations wafts out, surely as prevalent as the noise.

Two stools sit outside, one to either side of the entrance.

There are no "guards", as such, to this locale, but upon entering via the main tent flap, most of those within are sure to notice.

The **Bar Tent** never closes, thanks to a constant rotation of bartenders who work in five- to ten-hour shifts.

BEA-BRT-2: Trashheap

To the southwest of the entrance, close enough to compete with the olfactory welcome of the Bar Tent itself, is a large pile of debris. From the looks of it, many patrons leave the establishment and toss their empty bottles on the pile; others seemingly come here solely to deposit their refuse, secure in the safety of numbers, adding little to what is already a considerable quantity.

There's neither treasure nor monster to be found in the **Trashheap**—just a horrible smell.

BEA-BRT-3: Common Area

The main zone of the Bar Tent is a loud, boisterous area of comfort and repose. Discussions and rants about

A large octagonal table ringed with chairs is in the northwest. To its southeast is a rectangular table. Three smaller circular tables fill the intervening space. Each table has a lit candle and some manner of foodstuff and cutlery atop it.

At many times, the bar is standing-room-only, though there's plenty of room at these tables.

Standard-fare food and drink are available for purchase with a **20%** markup over normal rulebook prices. Rations are available at **double** typical prices.

One might be tempted to conclude that these markups are the result of opportunistic business practices—**Jozan** would call it simple economics.

BEA-BRT-4: Back Bar

A circular table sits in the eastern corner. The "bar" itself is really a series of thick wooden planks stacked on empty crates. Food, drink, candles, and crude cutlery are scattered across its surface.

A wooden chest sits in the middle of the bar area. In the northern corner, at the rear of the bar in the corner, sits n open cask of water.

The **cask** is filled with potable water, though it tastes a bit funky as there tends to be a mixture of water and ale present from vessel reuse.

The PCs may be shocked to discover that the **chest** is both untrapped and unlocked. The device bears a lock, to which **Jozan** holds the key, but it's never employed. This is less a function of trust in one's fellow man, and more a practicality: so much business gets conducted so quickly that whomever is tending bar has nearly constant need of the contents.

Getting inside is trickier than it might seem, however: recall that the bar is staffed around the clock, so either a diversion or outright violence must be employed to prevent **Jozan** or the **Townsfolk** bartender from noticing.

Back Bar Chest

- 2 pp; 48 gp; 60 sp
- 13 pp; 182 gp; 112 sp
- 25 pp; 281 gp; 209 sp
- 52 pp; 406 gp; 337 sp

BEA-BRT-5: Rear Entrance

A swinging set of wooden doors guards access between the bar and the rear of the tent.

These doors are simple swinging doors. They bear no lock;

they're always closed unless someone is actively transitioning between indoors and outdoors.

BEA-BRT-6: Supply Stack

Crates, barrels, sacks, a chest, and an urn are piled here against the northwestern "wall" of the tent.

This pile of containers is never truly guarded, but the contents are of dubious value to the looting adventurer.

First, the **barrels**, which are sealed:

Bar Tent Supply Barrels

2" thick; **Hardness** 4; **hp** 30; **Break** DC 20

Within is quite a lot of **mead**:

Bar Tent Supply Barrels

mead (**160 lbs**; **40 gp** total value)

There are two **crates**, stacked atop each other. Both are sealed:

Bar Tent Supply Crates

2" thick; **Hardness** 5; **hp** 40; **Break** DC 22

These **crates** contain foodstuffs:

Bar Tent Supply Top Crate

cheese (**60** lbs, **120 sp** total value)

Bar Tent Supply Bottom Crate

trail rations (200x, **5 sp** apiece)

The **sacks** are freely accessible but contain even more mundane fare:

Bar Tent Supply Sacks

beans (95 lbs, **2 cp** apiece)

Finally, the **chest** is locked:

Bar Tent Supply Chest

2" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 25

2" thick; **Hardness** 5; **hp** 30;
Break DC 26; **Disable Device** DC 27

2" thick; **Hardness** 5; **hp** 30;
Break DC 28; **Disable Device** DC 29

2" thick; **Hardness** 5; **hp** 30;
Break DC 30; **Disable Device** DC 30

It contains valuables to which regular access is not normally required:

Bar Tent Northern Chest

masterwork sickle, silver thimble (**18 gp** value); **emerald-studded platinum chalice** (**39 gp** value)

masterwork sickle, silver thimble (**63 gp** value); **emerald-studded platinum chalice** (**103 gp** value)

***+1 sickle*, silver thimble** (**180 gp** value); **emerald-studded platinum chalice** (**217 gp** value)

***+2 sickle*, silver thimble** (**376 gp** value); **emerald-studded platinum chalice** (**401 gp** value)

While the party is exploring this area, there is a **15%** chance per round that a **bartender** will come around the corner to the north.

Alternately, at the GM's option, the PCs can make an **opposed check** to the assumed presence of a nearby **bartender**: PCs' **Stealth** versus the bartender's **Perception**. Failure means the PCs have drawn attention, with the same result as above that the bartender rounds the corner.

BEA-BRT-7: Casks

A huge array of casks is piled here, to the "roof" of the tent and beyond.

Next to the well-stacked pile is a chest, some sacks, and a barrel. A cauldron sits to the north.

The **cauldron** is simply water sitting atop a fire, and typically used to make soup or stew.

The **sacks** are humble fare:

Bar Tent Cask Sacks

beans (**30** lbs, **2 cp** apiece)

The **small barrel** is sealed:

Bar Tent Cask Wine Barrel

2" thick; **Hardness** 3; **hp** 20; **Break** DC 20

...and contains **wine**:

Bar Tent Cask Wine Barrel

wine, common (**120** lbs, **40 sp** total value)

The **stack of barrels** is, perhaps predictably, sealed ale:

Bar Tent Cask Ale Barrels

2" thick; **Hardness** 3; **hp** 20; **Break** DC 17

Containing among them a lifetime supply of the sudsy stuff (or a month's worth, for a Barbarian or Bard, presumably):

Bar Tent Cask Ale Barrels

ale (**720** lbs, **4 cp** per lb)

Finally, the **chest** is locked, and contains spices:

Bar Tent Spice Chest

2" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 17

2" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 19

2" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 21

2" thick; **Hardness** 5; **hp** 30;
Break DC 26; **Disable Device** DC 23

Bar Tent Spice Chest

chocolate (**3 lbs**, **30 gp** value); **honey** (**4 lbs**, **8 gp** value); **coffee, common** (**10 lbs**, **20 cp** value); **tea leaves** (**6 lbs**, **12 cp** value)

While the party is exploring this area, there is a **35%** chance per round that a **bartender** will come through the double doors to the west.

Alternately, at the GM's option, the PCs can make an **opposed check** to the assumed presence of a nearby **bartender**: PCs' **Stealth** versus the bartender's **Perception**. Failure means the PCs have drawn attention, with the same result as above that the bartender comes through.

Map 19: Library Tent (BEA-LBT)

One square equals 5 ft.

BEA-LBT: Library Tent

Please refer to page 782 for a GM-redacted copy of this map.

In the wake of such an enormous disaster as the **Obelisk Eruption**, it could easily be argued that dedicating a tent, particularly this large a tent, to continued study of books is unnecessary at best and wasteful at worst.

Such people ignore, however, the value in researching lore of eons past, which may give some insight into how to defeat the growing chaos and evil and to remove the **Dark Obelisk** from the city of **Berinncorte**.

At least, that's what librarian **Biggen Gurble** (p 298) tells everyone. It justifies his presence, the support of the town, and sales and rentals of books.

Reading for Revenue

Biggen charges **1 sp** per hour of time spent in the **Library Tent**, with the explanation that this goes to ensure the Tent will actually be here in the future.

He'll gladly tell anyone who listens that there is an outstanding **10,000 gp** reward for anyone who discovers any secret in these books that leads to the destruction of the **Obelisk** and the return of **Berinncorte** to normalcy; **Biggen** offers to split the reward with whomever comes across the discovery. In truth, this is a pointless discussion, for three reasons: first, none the books he has salvaged from the city contain any information on the **Obelisk**, its origins, or how to destroy it; second, **Berinncorte Basecamp** as a social institution lacks anywhere near that amount of money right now with which to reward anyone who could come by the knowledge via some other means; and finally, **Biggen** would claim the reward for himself and not share any of it with his clients.

The librarian is here at all hours, in one chamber or the other: when the PCs enter this region, roll a **D%**: on a **01-25**, he can be found in the **Western Admin Room**; on a **26-50**, he's scuttling about in **Book Storage**; on a **51-85**, he's in the **Common Area**; and on an **86-00**, he's sleeping, sitting at the table in the **Reading Area**.

At any given moment during daylight hours, there will be **2d4-2 Townsfolk** (minimum 0; p 622) here, perusing books. Most will come here hoping to come across valuable information; others will count their money well spent to simply be in a place of relative quiet and calm and safety for a time.

BEA-LBT-1: Entrance

Double ranks of potted plants flank the front entrance flap of this tent. Sconces are hung about the tent "walls", and lit; somehow all seem quite sturdy and the tents themselves are of a seemingly fireproof and waterproofed canvas.

No guards are ever stationed here, though Biggen has placed a single wooden chair here, optimistically against the possibility.

BEA-LBT-2: Common Area

Inside the tent, it's somewhat dim, a dearth of illumination that seems to add to the pervading sense of quiet, of calm. Those few who are here make no noise; you can hear the whisper of each page turned, and even the scrawl of fingers over parchment to follow prose.

A large reading table dominates the center of the chamber; chairs and stools are scattered closer to the entrance.

To the northwest is a thick, aqua-colored curtain leading to another region of the tent; a third adjoining tent is also connected via a similar curtain to the north.

Bookshelves line every available surface otherwise. A rusted metal urn sits oddly to the edge of the western table.

A gap in the shelves to the northeast leads to an area behind the row of bookshelves on your right.

The books here have been salvaged from the city of **Berinncorte**, both from the library itself as well as from residences.

Occasionally someone will show up with a new volume from the city, having carried it out at great personal risk; **Biggen** will gladly pay gold for any such text, at rates **500%** over retail value.

The PCs may sell any book they might be carrying to take advantage of these economics.

The **rusty urn** mentioned is in fact an impromptu spitoon; there is nothing of value within and the urn itself has rusted far beyond resale possibility.

BEA-LBT-3: Reading Area

Tucked behind a row of bookshelves is a narrow zone of even more advanced quiet than can be found in the main chamber.

A potted plant fills the northeast corner; beyond an ornate but threadbare rug sits a tiny circular reading table, atop which sits a silver candelabra.

The **candelabra** on this table is actually quite valuable:

- **silver candelabra** (**18 gp** value); ***everburning candle***
- **silver candelabra** (**91 gp** value); ***everburning candle***
- **silver candelabra** (**177 gp** value); ***everburning candle***
- **silver candelabra** (**285 gp** value); ***everburning candle***

The ***everburning candle*** is a somewhat novelty, but still quite useful, trinket salvaged from the ashes of the city rubble:

Everburning Candle

Value 95 gp; **Weight** n/a; **Materials** wax; **Nature** magical; **Aura** evocation; **Slot** none; **CL** 5

This ordinary-looking candle never extinguishes on its own, and produces the same illumination of a regular candle. The effect looks like a regular fire, but creates no heat and uses no oxygen. The *continual flame* produced by this item can be covered and hidden, but not smothered or quenched.

A command word, typically carved into the wax on the side

of the candle, acts as a toggle to turn the flame on or off when spoken by someone close enough to touch the item.

As a reminder, *light* spells counter and dispel *darkness* spells of an equal or lower level.

Construction Requirements 1 candle; *continual flame*; *permanency*; **Cost** 80 gp

BEA-LBT-4: Western Admin Room

Beyond the curtain which leads back to the Common Area is an adjoining tent that the librarian appears to use for his "in-progress" reading. Books are strewn about, almost all of them open to a certain page; there appears to be neither pattern nor reason to how they are arranged.

Two potted plants sit in corners; to the northwest is an open barrel of water. A large rectangular table, ringed with chairs, sits in the middle of the space; a candelabra, inkpen, fruit plate, and a wooden chest sit atop it.

The books are indeed somewhat random: **Biggen** is in the process of reading or rereading all of them, simultaneously, which may help to explain why he rarely manages to finish any of them!

The **barrel** contains potable water with a musty taste.

The chest is trapped and locked:

Clawtop Chest Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 18; **Disable Device** DC 16

Effect Atk +4 melee (**1d6** piercing)

Perception DC 20; **Disable Device** DC 18

Effect Atk +7 melee (**1d6** piercing)

Perception DC 22; **Disable Device** DC 20

Effect Atk +10 melee (**1d6** piercing)

Perception DC 24; **Disable Device** DC 22

Effect Atk +13 melee (**1d6** piercing)

Library Tent Western Admin Chest

2" thick; **Hardness** 4; **hp** 40;
Break DC 20; **Disable Device** DC 22

2" thick; **Hardness** 4; **hp** 40;
Break DC 22; **Disable Device** DC 24

2" thick; **Hardness** 4; **hp** 40;
Break DC 24; **Disable Device** DC 26

2" thick; **Hardness** 4; **hp** 40;
Break DC 26; **Disable Device** DC 28

Library Tent Western Admin Chest

+1 darts **(4x);** ***ring of events past*** **(+1 Knowledge (History)); tourmaline paperweight (63 gp** value)

+1 darts **(4x);** ***ring of events past*** **(+2 Knowledge (History)); tourmaline paperweight (201 gp** value)

+2 darts **(4x);** ***ring of events past*** **(+3 Knowledge (History)); tourmaline paperweight (319 gp** value)

+3 darts **(4x);** ***ring of events past*** **(+4 Knowledge (History)); tourmaline paperweight (427 gp** value)

BEA-LBT-5: Book Storage

Dozens of enormous tomes lie on tables and crates in this tent, which stretches to the north of the main one.

The entire left side of the room is taken up by a single wooden bench, on which a dozen books are arrayed.

To the right is a set of two tables to the northeast, and two crates to the southeast; books lie on every surface.

Squeezed into the middle of the room is a rectangular table with a candelabra, fruit bowl, and book atop it.

A wooden chest and an open barrel sit in the north corner.

The books are the nicest-looking in the library's collection; however, as the saying goes, you can't judge a book's potential resale value by its cover. They're on all manner of subjects; none is magical, and none has any untoward resale value.

The **barrel** contains potable water.

Frustratingly, the **chest** is locked but contains little treasure.

Library Book Storage Chest

2" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 16

2" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 18

2" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 20

2" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 22

Library Book Storage Chest

soap (4 lbs, 8 cp value); **57 cp; 12 sp; 3 gp**

Map 20: Jeweler / Apothecary Tent (BEA-JAT)

One square equals 5 ft.

BEA-JAT: Jeweler / Apothecary Tent

Please refer to page 783 for a GM-redacted copy of this map.

Strange Bedfellows

This tent was assembled when two entrepreneurs decided to set up shop, and soon realized that neither had sufficient tent material to erect something that would properly stand.

So **Aramil Xiloscient** (p 279) and **Waywocket Ningel** (p 581) pooled their fortunes and established their enterprises in a colocated tent.

It may seem an odd arrangement, but the answer to the question "who in the world would have nearly-simultaneous need of both an apothecary and a jeweler" is "adventurers".

Although most who survived the catastrophe that befell the city find it more than enough work simply to survive in the aftermath, some aspiring youngsters, those aging and longing for younger days, or those simply forced into the lifestyle through circumstance are making a play at adventuring, in growing numbers.

Those who are beaten back have need of an apothecary; those who win fortune have need of a jeweler. It's an oddly satisfying, surprisingly logical arrangement, despite one's initial impression.

Misty Realm

This area, to the north of the area outside the city gates, is at the extreme edge of the livable, safe zone. Beyond here lie monsters—and the very atmopshere in the area foretells of such threats.

Outside and around this combination tent is a thick fog, that grows in consistency and opaqueness to the north.

Other than providing a terribly macabre environment for conducting business, this phenomenon also has the effect of limiting normal-eyed visibility by half.

BEA-JAT-1: Apothecary Entrance

Though the tent walls bear lit torch sconces, the atmosphere is dank, misty, and dark. The fog from outside seems to creep within; the tent canvas hardly seems paltry enough to explain it, so it seems as though the mist is drawn inside.

To the west of the entrance, an enormous open barrel of water sits, flanked by two urns.

The **barrel** contains potable water; a supply of convenience that the two shopkeeps share and take alternating turns replenishing.

The urns are empty and valueless; they once contained raw materials for crafting potions, but demand has caused these supplies to dwindle quickly.

BEA-JAT-2: Jeweler Entrance

In contrast to the apothecary entrance to its west, here the fog seems to vanish, parting, almost, to admit customers. A potted plant sits to the east, and another even further east; odd counterpoints to the encroaching dank of the mist.

This entrance is as it appears.

BEA-JAT-3: Apothecary Salesfloor

The main area of this tent contains a bubbling cauldron to the east, and a makeshift sales table in the center, containing bots, pans, equipment with liquids gugrling and mixing, and potions for sale.

To the northwest is an unlit firepit.

A thick, dark-grey curtain partitions the northwest from the workroom; a similar curtain hangs in front of a steel-reinforced door to the northeast.

There is an **80%** chance that **Aramil** will be in this area during daylight hours; the rest of this time, he will be in the **Workroom** (see below).

During evening hours, this chance dwindles to **40%;** otherwise he will be asleep in his **Chambers** (see below).

The curtain separating this area from the **Workroom** bears no lock and makes no notable noise when drawn aside.

Although the curtain to the northeast is identical to its neighbor, the door behind is typically closed and locked unless **Aramil** is actively entering or exiting:

Apothecary Tent Northeast Door

5" thick; **Hardness** 6; **hp** 60;
Break DC 24; **Disable Device** DC 23

5" thick; **Hardness** 6; **hp** 60;
Break DC 26; **Disable Device** DC 25

5" thick; **Hardness** 6; **hp** 60;
Break DC 28; **Disable Device** DC 27

5" thick; **Hardness** 6; **hp** 60;
Break DC 30; **Disable Device** DC 29

The array of devices and equipment on the sales table is all for show—it's not worth anything other than the glass from which it's made. The "sample potions" on display are nothing more than colored water, or plain water inside thickly-colored bottles.

The cauldron, too, is for show; though lit nearly round-the-clock, it's rarely in use.

BEA-JAT-4: Apothecary Workroom

All manner of glassware and tubing is on display here. Tongs, knives, and other less savory devices are also on the tabletop, most stained with varying and troubling shades of red and green.

In the northwest corner sits a wooden chest.

The assemblage of **equipment** on the table counts as the following treasure:

Apothecary Workroom Lab Table

alchemist's lab (**40 lbs**, **200 gp** value); **master-**

work daggers (6x)

The **chest** in the corner is trapped and locked:

Poison Sliver Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 20; **Disable Device** DC 24

Effect Atk +4 melee and melee touch (**1d4** plus **purple worm poison**)

Purple Worm Poison: Injury; **Save** Fort DC 24; **Onset** immediate; **Frequency** 1/round for 6 rounds; **Effect** 1d3 Str; **Cure** 2 saves

Perception DC 22; **Disable Device** DC 26

Effect Atk +8 melee and melee touch (**2d4** plus **purple worm poison**)

Purple Worm Poison: Injury; **Save** Fort DC 26; **Onset** immediate; **Frequency** 1/round for 6 rounds; **Effect** 1d4 Str; **Cure** 2 saves

Perception DC 24; **Disable Device** DC 28

Effect Atk +10 melee and melee touch (**3d4** plus **purple worm poison**)

Purple Worm Poison: Injury; **Save** Fort DC 28; **Onset** immediate; **Frequency** 1/round for 6 rounds; **Effect** 1d6 Str; **Cure** 2 saves

Perception DC 26; **Disable Device** DC 30

Effect Atk +12 melee and melee touch (**3d6** plus **purple worm poison**)

Purple Worm Poison: Injury; **Save** Fort DC 30; **Onset** immediate; **Frequency** 1/round for 6 rounds; **Effect** 2d4 Str; **Cure** 2 saves

Apothecary Workroom Chest

4" thick; **Hardness** 6; **hp** 40; **Break** DC 23; **Disable Device** DC 25

4" thick; **Hardness** 6; **hp** 40; **Break** DC 25; **Disable Device** DC 27

4" thick; **Hardness** 6; **hp** 40; **Break** DC 27; **Disable Device** DC 29

4" thick; **Hardness** 6; **hp** 40; **Break** DC 29; **Disable Device** DC 31

Apothecary Workroom Chest

+2 dagger*; *torc of mixing **(+2 Craft (Alchemy)); powdered periodot (88 gp** value)

+3 dagger*; *torc of mixing **(+4 Craft (Alchemy)); powdered periodot (271 gp** value)

+3 dagger*; *torc of mixing **(+6 Craft (Alchemy)); powdered periodot (414 gp** value)

+4 dagger*; *torc of mixing **(+8 Craft (Alchemy)); powdered periodot (611 gp** value)

BEA-JAT-5: Apothecary's Chambers

An array of tools, papers, vials, and other workstuff sits on a worktable to the northeast, to the south of a privy. To its south sits a more gruesome workbench: saws, pliers, and more sinister tools is stained a dark brown, though whether the color is an effect of rust or old blood one cannot be immediately certain.

Around the corner, to the northwest, is a simple bed, atop which rests a book.

The **book** is light reading—it's a compilation of poorly-written and horrific short stories by an apothecary turned would-be writer, who financed his own publications.

The **privy** contains what you might normally expect. Not worth looting.

The **workbenches** together constitute the following loot:

Apothecary Chamber Workbenches

alchemist's kit (24 lbs, 40 gp value); **masterwork sickles (2x); masterwork light hammer (2x)**

BEA-JAT-6: Jeweler Salesfloor

An array of special-looking stones dazzles from atop a smiple wooden plank that serves as the shop's sales center. Stools sit behind the bench.

To the northwest is a wooden door.

Make a check as the PCs approach this area; there is an **90%** chance that **Waywocket** will be in this area during daylight hours; the rest of this time, he will be in his **Chambers** (see below).

During evening hours, this chance dwindles to **40%;** otherwise he will be asleep in his **Chambers** (see below).

The **bench** contains nice-looking, but somewhat tame fare for the jeweler; his prized wares are stored in his **chambers** (see below).

Jewler Salesfloor Bench

chipped garnets (12x; 8 gp each); **flawed tourmaline crystals (8x; 23 gp** each)

chipped garnets (12x; 37 gp each); **flawed tourmaline crystals (8x; 51 gp** each)

chipped garnets (12x; 42 gp each); **flawed tourmaline crystals (8x; 84 gp** each)

chipped garnets (12x; 70 gp each); **flawed tourmaline crystals (8x; 139 gp** each)

The door to the northwest leads to the **Jeweler's Chambers** (see below). It is typically locked and closed unless **Waywocket** himself is actively using it:

Jeweler's Tent Northwest Door

3" thick; **Hardness** 4; **hp** 25;

Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness**4; **hp** 25;
Break DC 26; **Disable Device** DC 28

BEA-JAT-7: Jeweler's Chambers

This back room contains personal effects and living furniture for the jeweler himself.

A bed sits in the northeast corner; to its west is a dressing table and stool.

In the northwest corner is a privy and a washing basin; to the south of those hygiene devices is a cabinet, atop which rests a small chest and a candle.

Finally, in the southeast corner is a small circular table with chairs; to its southwest is a large wooden chest.

First things first: the **smaller** of the two **chests** is trapped and locked, but **empty**:

Tiny Scything Knife Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 20; **Disable Device** DC 18

Effect Atk +6 melee (**1d6** slashing)

Perception DC 22; **Disable Device** DC 20

Effect Atk +9 melee (**1d8** slashing)

Perception DC 24; **Disable Device** DC 22

Effect Atk +11 melee (**2d6** slashing)

Perception DC 26; **Disable Device** DC 24

Effect Atk +14 melee (**3d6** slashing)

Jeweler's Decoy Chest

4" thick; **Hardness** 6; **hp** 40;
Break DC 24; **Disable Device** DC 20

4" thick; **Hardness** 6; **hp** 40;
Break DC 26; **Disable Device** DC 22

4" thick; **Hardness** 6; **hp** 40;
Break DC 28; **Disable Device** DC 24

4" thick; **Hardness** 6; **hp** 40;
Break DC 30; **Disable Device** DC 26

The **larger chest**, in the southeast corner, bears a much more solidly-constructed lock:

Jeweler's Southwest Chest

4" thick; **Hardness** 6; **hp** 40;
Break DC 23; **Disable Device** DC 25

4" thick; **Hardness** 6; **hp** 40;
Break DC 25; **Disable Device** DC 27

4" thick; **Hardness** 6; **hp** 40;
Break DC 27; **Disable Device** DC 29

4" thick; **Hardness** 6; **hp** 40;
Break DC 29; **Disable Device** DC 31

The higher difficulty may prove worthwhile, however:

Jeweler's Southwest Chest

signet ring (**5 gp**); **jeweler's kit** (**78 gp**)

masterwork light hammer; **uncut sapphires** (**5x**, **58 gp** each); **uncut emeralds** (**3x**, **81 gp** each); **uncut rubies** (**2x**, **107 gp** each)

+1 light hammer; **uncut sapphires** (**5x**, **101 gp** each); **uncut emeralds** (**3x**, **176 gp** each); **uncut rubies** (**2x**, **232 gp** each)

+2 shocking light hammer; **uncut sapphires** (**5x**, **237 gp** each); **uncut emeralds** (**3x**, **290 gp** each); **uncut rubies** (**2x**, **401 gp** each)

+3 shocking burst light hammer; **uncut sapphires** (**5x**, **374 gp** each); **uncut emeralds** (**3x**, **402 gp** each); **uncut rubies** (**2x**, **891 gp** each)

One of the items in this chest is new, yet straightforward: a **Jeweler's Kit**:

Kit, Jeweler's

Value 78 gp; **Weight** 12 lbs; **Materials** metal; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This assortment of tiny hammers, claw-hooks, pins, vices, and other paraphrenalia of the trade grants even the most novice artisan the ability to manipulate raw or uncut gems to advantage.

When used with focus and intent, and the requisite time, a ***Jeweler's Kit*** grants a **+2** circumstance bonus to **Craft (Jewelry)** checks. Advanced or magically-imbued versions of this item may grant additional or higher bonuses.

Jeweler's Kits are typically housed in a portable wooden box or lightweight frame; the weight cited above includes a standard iteration of this case.

Construction Requirements steel; blacksmith's tools; forge; **Craft (Jewelry)** ranks exceeding the intended bonus plus **5**; **Cost** 46 gp

The **dressing desk** actually contains a drawer, which is not hidden and takes no skill check to locate or open:

Jeweler's Dressing Desk

ink (3 jars, **8 gp** apiece); **inkpen** (3x, **1 sp** apiece); **parchment** (8 sheets, **2 sp** apiece); **sealing wax** (2x, **1 gp** apiece)

The **cabinet** against the western wall is unlocked, but contains only clothing:

Master Suite Cupboards

peasant's outfits (3x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **leather boots** (2x, **5 sp** apiece)

Finally, the **privy** is precisely what it seems to be and merits no disgusting search.

BEA-JAT-8: Apothecary Supply Stack

Three crates lean haphazardly against the tent's western surface.

Atop each is an array of pipes, tubes, vials, and other containers.

In addition, the northernmost crate bears a set of sacks of grain.

Taken together, the array of glassware equipment counts as the following:

Apothecary Supply Stack

alchemist's kit (**24 lbs**, **40 gp** value)

Each **crate** is sealed, and the three share the following profile:

Apothecary Supply Stack Crates

3" thick; **Hardness** 4; **hp** 20;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 22

All the crates contain, however, is matted hay that smells of body odor and privy. Disturbingly, the hay pile inside the largest crate is stained a dark red.

Map 21: Common Dining Tent (BEA-DNT)

One square equals 5 ft.

BEA-DNT: Common Dining Tent

Please refer to page 784 for a GM-redacted copy of this map.

Mess Hall

Nearly everyone breaks their fast here at some point in the morning. Those lucky few with a hovel to call their own might chance upon a meal enjoyed at what serves as "home", but in truth, most find such solitary dining a stark reminder of how far everything has come.

At least eating together means sharing in the misery.

This area is a great opportunity to introduce NPCs to the party, if they have struggled to "kick things off" with anyone in particular, or if you are looking to accelerate the pace of play by introducing a **Quest**.

Typically, during daylight hours, expect to find at least **3d4 Townsfolk** (p 622) here, enjoying a meal.

Similarly, the PCs can expect **2d4** named NPCs (you may randomize or pick, as suits your needs).

A Common Need

Cooking, cleaning, and serving are duties shared among the population: for those who cannot pay their way here, working their food off is an acceptable form of bartered payment.

For each meal they consume, the poor must serve a shift, though such labor comes with a free stay at the **Lower-Class Residential Tents** (p 236).

Many have ended up effectively indentured to the **Dining Tent** as a result, but they tend to not mind, so long as they are safe, at least for the time being.

The net result of this shared societal responsibility is threefold: poor quality of food, haphazard and chaotic service, and a constant staff round the clock of **2d6 Kitchen Staff** (treat as **Townsfolk**, p 622), all of whom are based in the **Kitchen** (see below) and will dart in and out of the other rooms as needed.

Subsistence

The best and worst part of the Common Dining Tent is the same thing, actually: the meals. Best, because all surviving citizens of the now-ruined city of Berinncorte can grab a meal, even if they cannot immediately pay.

Worst, because of the quality of the meals—any who have the means to dine elsewhere routinely do so without question!

That said, adventurers or passersby can also partake of the subsistence-level fare, and have they the coin, they might upgrade their feast, though the simple laws of supply and demand in the area dictate gougingly-steep prices for anything above what's necessary to keep you alive:

Table 19: Common Dining Tent Fare

Type	Item	Price
Meal	Meal, poor	2 cp
Meal	Meal, common	8 sp
Meal	Meal, good	3 gp
Meal	Meal, banquet*	50 gp
Rations	Rations, trail	13 sp
Rations	Rations, Dwarven / Elven / Gnome / Halfling / Orc trail	8 gp
Rations	Rations, wandermeal	3 cp

* Note that ordering and enjoying a **Banquet Meal** among so distressed and broken a population will almost certainly gain the PCs animosity. The **Attitude** of all NPCs present automatically downgrades; for named NPCs who use an **Attitude Tracker** (p 274), impose upon each such character a **-10** peanlty during the course of the meal. The reaction will be quite obvious, and the effect can be remedied by the PCs purchasing all present their own meal, at "**meal, good**" caliber or better.

BEA-DNT-1: Entrance

A din of conversation and commotion greets you as you enter the tent. Light and warmth blooms, and although the fare served within smells barely edible, the simple fact of many survivors congregating grants a feeling of comfort and peace.

It's loud in here—so much so, in fact, that it's impossible to hear conversations even one table over. Something to keep in mind, should the PCs wish to eavesdrop!

No guards ever serve here; it's such a popular and necessary establishment that there's a constant flow of people in and out. And since it's open all the time, there's no threat of after-hours theft.

BEA-DNT-2: Mess Hall

Five large octagonal tables, each ringed with chairs, seem to serve as common areas for dining. Stools and chairs surround on the perimeter; you see a few people eating their meals atop these, though out of impatience or a desire for solitude it's difficult to tell.

Curtained flaps to the north, east, and south lead to deeper portions of the large tented structure.

There's a nearly constant hubbub of motion back and forth between this room and the Kitchen (see below), as servers take finished plates back and new meals out.

The curtains are simply that: unlocked, unsecured means of making the other three rooms semiprivate and mainly to blot out the noise from the common area here.

BEA-DNT-3: Southern Private Dining

This tent seems cavernous and desolate, compared to the

main mess hall to the north. A large table sits in the center of the room, with place settings and candles.

In the northern corners are chairs and stools. A cabinet sits to the southeast; an open barrel of water to the southwest.

At any given time of day, there is a **15%** chance this room is being used by a group of **2d4 merchants** (treat as **Townsfolk**).

This room may be rented for **1 gp** per hour if it's not occupied already; it's typically used either by wealthy travelers who want privacy, or those who wish a combination of security and privacy for their meal.

The **barrel** is indeed of water; potable and fresh water.

The **cabinet** is unlocked, but contains mainly food utility contents:

Southern Dining Tent Cabinet

wooden cups (8x, **1 cp** apiece); **basket** (2x, **1 sp** apiece); **plates** (16x, **1 sp** apiece); **4 cp; daggers** (8x)

BEA-DNT-4: Kitchen

Sweltering and chaotic are the only words to describe this tent, in which all the food is crafted. Workbenches pepper the perimeter, with food in all stages of preparation.

To the south is a barrel; another open one sits in the northeast corner. A stove sits next to the northern wall.

This room is hot, and always full of people: at all times of day, there will be **2d4 cooks** and **servers** (treat as **Townsfolk**) here.

This leaves a tricky challenge for loot-minded PCs to prize open any of the containers mentioned without causing a scene; indeed, the **Kitchen** is so busy that even setting foot inside the flap will cause all present to chastise and curse at the intruders until they leave.

That said, the **barrel** to the northeast contains a huge supply of potable water; the one to the south also holds a reserve of the stuff.

BEA-DNT-5: Storage Cache

In the east part of the Kitchen is a crate, atop which sits a chest.

By hook, crook, or outright slaughter, PCs who are able to search this area will almost certainly be disappointed... but to keep it in context, they would be doing so with the intent of robbing the main food supply of the city!

The **crate** to the east must be prized or broken open:

Kitchen Crate

2" thick; **Hardness** 3; **hp** 20; **Break** DC 18

It contains only foodstuffs:

Kitchen Crate

cheese (**60** lbs, **120 sp** total value); **beans** (50 lbs, **2 cp** apiece)

The **chest** on top doesn't even contain a key, and is left unlocked:

Kitchen Chest

trail rations (40x, **5 sp** apiece)

BEA-DNT-6: Northern Private Dining

A large rectangular wooden table, ringed with chairs, sits in the middle of this spacious, quiet room.

A barrel of fresh water sits to the northeast, next to a potted plant; opposite it is a cabinet.

Stools sit in the southern corners.

At any given time of day, there is a **10%** chance this room is being used by a group of **2d4 travelers** (treat as **Townsfolk**).

This room may be rented for **1 gp** per hour if it's not occupied when the PCs get here.

The **barrel** does indeed contain fresh, drinkable water.

The **cabinet** is unlocked but bears disappointing contents:

Northern Dining Tent Cabinet

wooden cups (6x, **1 cp** apiece); **basket** (3x, **1 sp** apiece); **plates** (12x, **1 sp** apiece); **34 cp; daggers** (6x)

Map 22: Upper-Class Residential Tents (BEA-UCRT)

One square equals 5 ft.

BEA-UCRT: Upper-Class Residential Tents

Please refer to page 785 for a GM-redacted copy of this map.

Elite is a Relative Term

"Upper-class" meant something within the city walls, where the residential district there implied an elevated level of luxury and security. **Berinncorte** was never quite a city of "haves and have nots", but still, those in the UCRD had, for whatever that was worth.

Here, however, it's much more a context of "have nots" versus the "have slightly mores". Residents of the **Upper-Class Residential Tents** can afford their own reliable, somewhat secure place to call home and hang their hat, but little more—these are not the apartments to which they were accustomed in the city proper.

Security and Peace of Mind

Part of what residents pay for is security—from both the nasties that the Eruption has introduced, as well as their fellow man, who in the grip of fear may well see fit to become more violently opportunistic than they might otherwise be.

Regardless of whether such fears are merited, the **Upper-Class Residential Tents** are guarded at all times of day by **2 Berinncorte Milita** (p 598), stationed right outside the tent's entrance (see below).

Attacking these guards in any way that doesn't prevent it results in their sounding the alarm. Since the tent isn't altogether that far from the rest of the makeshift town, another **2d4 Militia** will arrive to reinforce the guards in **3** rounds.

These guards are paid volunteers: although they do value rich clients and want to keep the peace among the citizenry, part of the inherent inequality of their task does stick a bit in their craw.

Any individual guard will try to flee if reduced to less than **1/4** their maximum hit points (rounded down).

A Place to Call Home

Any NPC identified as "owning" a particular bedroom has a **60%** chance of being in their residence during evening hours. During daylight hours, however, this chance drops to **10%**.

BEA-UCRT-1: Entrance

Comfortable wooden chairs stand to either side of a wide gap in the tent wall. A firepit burns warmly to the northwest.

Now is a good time to roll to determine which NPCs are here and who is absent.

BEA-UCRT-2: Dining Hall & Kitchen

An enormous banquet table defines the center spine of this room. Comfortable, padded sitting chairs are in front of the windows to the east and west. A stove is in the northeast corner; food preparation and waiting tables are to the southeast and southwest.

A cabinet is just south of each sitting chair.

A thick set of reinforced double doors is to the southeast.

In addition to serving their residents, the tent will serve nice, high-quality meals to those who can afford it. At any time of day, there will be an additional **2d4-3** (minimum **0**) **Townsfolk** (p 622) here, indulging in the region's sole source of delectable fare.

The **food prep tables** in the southern corners together contain the equivalent of the following treasure:

Food Prep Tables

meal, good (4x, **5 sp** apiece); **meal, banquet** (2x, **10 gp** apiece); **daggers** (3x)

The **two cabinets** immediately to the north of these food prep tables are unlocked, but contain only meal-related items:

Dining Hall Cabinets

ceramic cups (20x, **1 sp** apiece); **basket** (6x, **1 sp** apiece); **plates** (24x, **1 sp** apiece); **daggers** (4x)

BEA-UCRT-3: Doors to Residences

These solid, steel-banded doors bar entry to the southern area of the tents.

These doors are typically unlocked and open during daylight hours; at night, they are closed and locked.

All **residents** have keys to these doors. None of the **guards** stationed at the front of the tent have keys.

UCRT Northern Residences Door

4" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 23

4" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 25

4" thick; **Hardness** 4; **hp** 25;
Break DC 26; **Disable Device** DC 27

4" thick; **Hardness**4; **hp** 25;
Break DC 28; **Disable Device** DC 29

Finally, if there are more than **2** "guest diners" present here in the dining area, there will be an additional **guard** stationed here to prevent anyone from getting ideas about being too nosy.

BEA-UCRT-4: Hallway

A somewhat wide hallway here links the dining area to the north with two bedchambers to the west, each accessed via a wooden door.

Light streams in from the east via two large windows.

To the south, the hallway snakes around to the west and terminates in a door leading to the southern terminus of the tents.

There's hardly ever anyone here. Fortunately for the PCs, no checks or caution is typically required when navigating this or the **Southern Hallway** (see below).

At the door to any **Bedroom** in either hallway, the PCs may attempt to listen to check if it's occupied; at the GM's discretion, such an attempt can simply automatically succeed.

The doors to all four **bedrooms** share the same construction and style of lock. A resident of a given bedroom automatically has the key to that bedroom's door.

All bedroom doors are closed and locked at all times, whether the resident is inside or not.

UCRT Bedroom Doors

3" thick; **Hardness** 3; **hp** 20;
Break DC 19; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 20;
Break DC 21; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 20;
Break DC 23; **Disable Device** DC 26

3" thick; **Hardness** 3; **hp** 20;
Break DC 25; **Disable Device** DC 28

BEA-UCRT-5: Bedroom 1 (Ganyc's)

This northernmost bedroom is cramped; seemingly the more so because of the proportionally huge window to the west.

A bed is crammed in the northwest corner; immediately to its south is a cabinet. In the southwest corner is a washing basin; to its east is a privy and a stool.

A dressing desk can be found in the northeast by the door.

Ganyc the butcher (p 389) holes up here, though for how long is anyone's guess. Without a reliable source of income, he's increasingly taken to selling off valuables, and is close to desperation.

As a result, the propsects for loot here are somewhat slim.

The **cabinet** to the west is unlocked, and contains clothing:

Ganyc's Cabinet

peasant's outfits (4x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **leather boots** (3x, **5 sp** apiece)

To the northeast, the **dressing desk** holds a few writing supplies in its unlocked drawer:

Ganyc's Dressing Desk

ink (2 jars, **8 gp** apiece); **inkpen** (**1 sp**); **parchment** (4 sheets, **2 sp** apiece); **sealing wax** (**1 gp**)

BEA-UCRT-6: Bedroom 2 (Biggen Gurble's)

Spacious with ample western light, this bedroom is somewhat tight but breathable.

A washbasin sits in the northwest curner, next to a privy and a dressing desk.

A storage cabinet is immediately inside the door in the northeast corner.

Finally, just next to the room's large window is the bed.

Taking library duties over from the deceased **Gunnloda Balderk** (p 404) may be a downgrade in that the library is now merely a tent, but in terms of lifestyle, **Biggen Gurble** (p 298) has come up in the world, for he has his own quarters in the **UCRT**.

The **cabinet** described in the northeast corner is unlocked:

Biggen's Cabinet

peasant's outfits (4x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **hot weather outfit** (**8 gp**); **leather boots** (4x, **5 sp** apiece)

Biggen's **dressing desk** has a locked drawer:

Biggen's Dressing Desk

2" thick; **Hardness** 2; **hp** 20;
Break DC 16; **Disable Device** DC 20

2" thick; **Hardness** 2; **hp** 20;
Break DC 18; **Disable Device** DC 22

2" thick; **Hardness** 2; **hp** 20;
Break DC 20; **Disable Device** DC 24

2" thick; **Hardness** 2; **hp** 20;
Break DC 22; **Disable Device** DC 26

Inside are personal effects:

Biggen's Dressing Desk

ink (4 jars, **8 gp** apiece); **inkpen** (**1 sp**); **parchment** (16 sheets, **2 sp** apiece); **sealing wax** (3x; **1 gp** apiece); **masterwork silver dagger**

carved jade alligator (**36 gp**)

carved jade alligator (**172 gp**)

carved jade alligator (**241 gp**)

carved jade alligator (**398 gp**)

BEA-UCRT-7: Southern Door

Similarly to the door to the north, this steel-banded wooden door bars access to the final suite of bedrooms to the

south.

Residents of the two bedrooms to the south of this **door** have keys; nobody else does. The door is supposed to be always closed and locked, though when the PCs encounter it there is a **20%** chance that someone forgot to lock it behind them upon leaving recently.

UCRT Southern Residences Door

4" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 22

4" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 24

4" thick; **Hardness** 4; **hp** 25;
Break DC 25; **Disable Device** DC 26

4" thick; **Hardness**4; **hp** 25;
Break DC 27; **Disable Device** DC 28

No guards are ever stationed here.

BEA-UCRT-8: Southern Hallway

A narrow corridor is well-lit from two small western windows. Small rugs dot the ground in front of two bedroom doors to the east.

As with the northern hallway, no checks are required here to remain hidden or silent. Both bedroom doors have the common profile described earlier.

BEA-UCRT-9: Bedroom 3 (Otibus')

The air in this bedroom smells rich and ancient, musty yet expensive.

A bed is squished into the northeast corner, next to a window and north of a privy and dressing desk. You see a pile of clothes underneath the bed.

Closer to the door sits a washing basin and a stool.

In one scenario of what caused the **Eruption**, **Otibus** is the de facto **Mayor** of the shanty-town city that is **Berinncorte Basecamp**.

Even if he is not, he finds himself in an odd position of relative wealth, and has more than enough coin to spare to find himself a spot in the quarters of the elite.

The stash of clothes **under his bed** is somewhat valuable:

Otibus' Bed

artisan's outfits (2x, **1 gp** apiece); **entertainer's outfit** (**3 gp**); **noble's outfit** (**75 gp**), **peasant's outfits** (2x, **1 sp** apiece); **scholar's outfit** (**5 gp**) **traveler's outfit** (**1 gp**); **leather boots** (4x, **5 sp** apiece); **silk** (5 sq. yards, **50 gp** total value)

His **dressing desk** is mostly unremarkable, and unlocked:

Otibus' Dressing Desk

ink (1 jar, **8 gp**); **inkpen** (**1 sp**); **parchment** (6 sheets, **2 sp** apiece); **sealing wax** (**1 gp**)

BEA-UCRT-10: Bedroom 4 (Elena Lomazonne's)

The southernmost bedroom is the only one boasting two windows: one to the east, another to the southeast.

A bed, dressing desk, and washing basin are stacked to the northern wall. Rounding to the south are a privy and cabinet.

Uniquely among her co-residents, **Elena** is hardly ever here, but pays for the slot on the off chance she requires it.

Treat this as only a **5%** chance on any given day that the merchant princess is in resdience.

Her **clothes cabinet** is unlocked:

Elena's Cabinet

artisan's outfit (**1 gp**); **entertainer's outfit** (**3 gp**); **noble's outfits** (4x, **75 gp** apiece), **peasant's outfits** (2x, **1 sp** apiece); **scholar's outfit** (**5 gp**) **traveler's outfits** (4x, **1 gp** apiece); **leather boots** (5x, **5 sp** apiece)

Elena's **dressing desk** has a locked drawer:

Elena's Dressing Desk

2" thick; **Hardness** 2; **hp** 20;
Break DC 16; **Disable Device** DC 22

2" thick; **Hardness** 2; **hp** 20;
Break DC 18; **Disable Device** DC 24

2" thick; **Hardness** 2; **hp** 20;
Break DC 20; **Disable Device** DC 26

2" thick; **Hardness** 2; **hp** 20;
Break DC 22; **Disable Device** DC 28

Inside are personal effects and some last-resort defensive items:

Elena's Dressing Desk

ink (6 jars, **8 gp** apiece); **inkpens** (4x, **1 sp** apiece); **parchment** (32 sheets, **2 sp** apiece); **sealing wax** (5x; **1 gp** apiece); **masterwork silver dagger**

+1 dagger

+2 dagger

+3 keen dagger

+3 keen dagger of fire

Map 23: Hunter's Hut (BEA-HHT)

One square equals 5 ft.

BEA-HHT: Hunter's Hut

Please refer to page 786 for a GM-redacted copy of this map.

A Lonely Purpose

Where once a stately **Watchspire** stood, now sulks a **Hunters Hut**: a lookout still, but this version is a much more somber, dejected affair than the stone spire.

Continually staffed by a rotating cadre of would-be hunters and ne'er-do-wells, the Hunter's Hut is little more than an excuse to get away from more important responsibilities.

There's little game to hunt in the immediate vicinity; most animals stay well away from the chaotic and horrid Berinncorte City proper. Likewise, there's little to do facing out of the tent to the north and east: visibility is obstructed by the ambient foliage, and as the Hut is a single story structure, there's no way around it.

At all times, **2d4-2** (minimum **1**) **Hunters** sulk here (treat as **Townsfolk**, p 622, with longbows), resignedly manning their post and doing nothing.

This is a great place for the weak, the lowly, the cowardly, or the bored to while away a great deal of hours. Little do they appreciate that it stocks some of the finest ranged weaponry left in the populace.

The most likely way of gaining entry past the **Hunters** is to pretend to be one, settling in for the next shift.

BEA-HHT-1: Entrance

The hut seems to glow, sulking here in the dirt, lit with torches to either side of a thick linen cyan curtain.

Guards will hardly ever be stationed outside; why stand around in the gloom attracting monsters when you can take a nap while sitting inside?

BEA-HHT-2: Hut Interior

Chairs and stools are scattered about in the hut's interior. The tent walls are dotted with windows and bars, providing a more-or-less full-circle view of the surrounding area.

In the center is an octagonal table. Three smaller circular tables sit to the south, east, and northwest. Each has some ranged-weapon equipment atop it, and candles.

Perhaps obviously, there are no true containers here, and no traps to prevent access. Thus, a loot-minded group of PCs need only subdue, distract, befriend, or otherwise deal with the guards, and they can grab anything they might find.

Taken together, the loot on the tables in the hut counts as the following:

Hunter's Hut Interior

shortbows (3x); **longbows** (2x); **arrows** (120x)

masterwork longbow

+1 longbow

+1 frost longbow

+3 icy burst longbow

BEA-HHT-3: Watchspire Ruin

Stone, dirt, wood, and ash mark this spot where a Watchspire once stood on the southeastern edge of the city limits.

From the debris, it's not immediately clear what force felled it, though fire seems to have been involved.

An **Ettin** (p 653) lumbered into view of this **Watchspire** during the events of the **Obelisk Eruption**. Fired at from the guards therein, it fought back, enlisting the accidental aid of a passing evil wizard (hence the *fireball* scorchmarks).

There is no immediate threat pose by the rubble, other than to somber the mood in the area.

Map 24: Sheergath Tent (BEA-CNT)

One square equals 5 ft.

BEA-CNT: Sheergath Tent

Please refer to page 787 for a GM-redacted copy of this map.

Religion and Chaos

A wise scholar once observed that the only enterprises well-served by armed conflict are blacksmiths, gravediggers, and religions.

They say there are no atheists in foxholes. Although there are no grim trenches outside the embattled city of **Berinncorte**, the concept certainly matches the mood.

Hunkered down, constantly anticipating attack and threats, and an aura of gloom and pain: these are the conditions outside the once-bright city.

In such conditions, citizens under siege turn to religion more than ever. In the makeshift wake of the fall of the city, the **Sheergath** (p 27) faithful have forged a new place of worship.

Societal Impact

Since much of the disruption and evil that has spread from the Obelisk is chaotic, and many have chaos in its pure form to blame for their diminished lot in life of late, one might reasonably assume that worship of a Chaotic Neutral deity might have suffered in the aftermath of these fell events.

Instead it has *flourished*.

Chaos being chaos, each roll of the dice bears the dire potential for reversing fortunes. This has long been the advocated stance of **Sheergath** followers, even before a cataclysmic firsthand event that throws the worst consequences of this mentality into stark relief.

In the wake of the **Eruption**, and the destruction it has wrought, those seeking out the worship of **Sheergath** anew are, more than anything else, seeking another roll of the dice, plain and simple. If chaos brought about this grim circumstance, then perhaps further chaos, of another kind, one brought upon by their god, a neutral god, after all—perhaps such further chaos might restore some degree of order.

Two wrongs make a right. Or perhaps even three rights make a left.

These are strange and troubling times indeed.

BEA-CNT-1: Entrance

Braziers wreathed in a greasy smoke perpetually flank the entrance, which is protected by a grimy curtain of similar hue to the dirt below.

At all times of day, there will be **2d4-2** (minimum **1**) **Townsfolk** (p 622) gathered here by the entrance. They're less standing guard in doing so, and more just hanging out, eager to see anyone flock to the tent.

Larissa the Elder (p 451) has in no way encouraged or suggested this unpaid greeting job, but approves heartily of it and its outcome: more worshippers, more often.

BEA-CNT-2: Worship Area

Arrays of candles, haphazardly strewn on the dirt floor, bracket the entryway, which leads to a much larger space within.

Stools, benches, and chairs abound here, close together in the main area, clustered according to no obvious pattern.

A large wooden altar stands to the east, ringed with several dozen candles.

The northeast and southeast corners each bear a large square table, atop which are candleabra and drinking vessels.

Thick brown curtains cordon off additional tents to the north, south, and east.

Sheergath's popularity, and the ever-present need for parishoners to receive solace and understanding, means that **4d8-2 Townsfolk** will congregate here at any given time of day.

2d4 further people will be named NPCs, even if their alignment or normal predilictions would typically prevent them from attending; in these strange times, even **Cleric Maghana** (p 472) might be in attendance, less seeking solace and more feeling out the competition.

The **altar** contains nothing of interest or note, not even parchment speeches or texts; **Larissa's** sermons, being chaotic as they must be, take the form of stream-of-consciousness, spur-of-the-moment discussions more often than not.

The **curtains** leading to the adjoining tents are neither stayed nor locked in any manner.

BEA-CNT-3: Southern Supply Storage

This quiet tent is musty and smells of old, dirty wood.

Two open water barrels sit to the northeast, next to a larger, sealed barrel to their south.

Sacks and bags are strewn about in the southeast.

The western wall of this tent contains two crates, two sacks, and two urns.

The **water barrels** in the northeast are simply that: containers of unsealed, potable water.

The **sealed barrel** to their south does require a tool or force to prize open:

Sheergath Supply Whisky Barrel

3" thick; **Hardness** 3; **hp** 20; **Break** DC 18

The barrel contains a supply of **applejack whisky**:

Sheergath South Whisky Barrel

applejack whisky (80 lbs, **8 cp** apiece)

The **crates** to the west share the same profile, as follows:

Sheergath Supply Crate

2" thick; **Hardness** 4; **hp** 25; **Break** DC 17

Each contains only foodstuffs:

Sheergath North Supply Crate

cheese (**35** lbs, **70 sp** total value); **beans** (80 lbs, **2 cp** apiece)

Sheergath South Supply Crate

trail rations (65x, **5 sp** apiece)

The **large sacks** near these crates are of course unlocked, but are likely disappointing to adventurers:

Sheergath Supply Large Sacks

exotic coffee (25 lbs, **3 cp** apiece)

The **urns** in the northwest contain **wine**, and are unsealed:

Sheergath Supply Urns

fine wine (60 lbs, **400 gp** total value)

Finally, the **assortment of bags** in the southeast, taken together, yield the following loot:

Sheergath Supply Bags

trail rations (65x, **5 sp** apiece)

BEA-CNT-4: Eastern Storage

In the eastern adjoining tent, there's a smell of dust and neglect. These supplies appear to be in infrequent use.

The north wall of the tent contains an array of two small crates and one large one. Atop the latter is a wooden chest.

Against the southern wall is arrayed an assortment of barrels, all sealed.

The two **smaller crates** to the northwest share the same profile:

Sheergath Eastern Small Crates

2" thick; **Hardness** 4; **hp** 20; **Break** DC 18

...and bear similar contents:

Sheergath Eastern Small Crate (2x)

trail rations (40, **5 sp** apiece)

The **single large crate** in the northeast must be burst or pried open:

Sheergath Eastern Large Crate

4" thick; **Hardness** 5; **hp** 60; **Break** DC 20

This crate yields the following contents:

Sheergath Eastern Large Crate

flour (**60** lbs, **2 cp** apiece); **potatoes** (**50** lbs, **2 cp** apiece)

The **five small barrels** along the southern wall all have the same profile, as follows:

Sheergath Eastern Small Barrels

2" thick; **Hardness** 3; **hp** 25; **Break** DC 16

Each one contains the following:

Sheergath Eastern Small Barrels (5x)

ale (**40** lbs, **10 sp** total value)

Finally, the **chest** atop the large crate in the northeast is locked and trapped:

Dart-Lid Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 19; **Disable Device** DC 22

Effect Atk +4 melee (**2d4** piercing)

Perception DC 21; **Disable Device** DC 20

Effect Atk +7 melee (**3d4** piercing)

Perception DC 23; **Disable Device** DC 22

Effect Atk +10 melee (**3d6** piercing)

Perception DC 25; **Disable Device** DC 24

Effect Atk +13 melee (**3d8** piercing)

Sheergath Eastern Chest

3" thick; **Hardness** 4; **hp** 30;
Break DC 22; **Disable Device** DC 23

3" thick; **Hardness** 4; **hp** 30;
Break DC 24; **Disable Device** DC 25

3" thick; **Hardness** 4; **hp** 30;
Break DC 26; **Disable Device** DC 27

3" thick; **Hardness** 4; **hp** 30;
Break DC 28; **Disable Device** DC 29

This chest contains the most useful treasure in the church:

Sheergath Eastern Chest

candles (**40x**, **1 cp** each)

earrings of deflection (+1 AC); ***+1 small wooden shield***; **platinum holy symbols** (**4x**, **63 gp** each)

earrings of deflection (+2 AC); ***+1 small wooden shield***; **platinum holy symbols** (**4x**, **142 gp** each)

earrings of deflection (+3 AC); ***+2 small wooden shield***; **platinum holy symbols** (**4x**, **211 gp** each)

***earrings of deflection (+3 AC)*; *+3 small wooden shield*; platinum holy symbols** (4x, **348 gp** each)

BEA-CNT-5: Northern Chambers

A quiet bedchamber / office seems to occupy the northern adjoining tent. Potted plants are well-tended in the southern corners, bracketing a well-woven and seemingly untrod-upon rug.

A bed sits in the northern corner; to its west is a privy and to the east is a washing basin.

A small circular wooden table is in the east; opposite it are a storage cabinet and a dressing desk with comfortably padded wooden chair.

Unmentioned in this overview is the **secret door tent flap** that is hidden in the northeast, right between the bed and the washbasin. It's meant as an escape in the event of a rebellion, or an overly-zealous congregation, or (much more likely!) invading monsters in the main chamber to the south.

Larissa believes in her god—but she also believes in being prepared, and sensibly self-sufficient!

The flap isn't locked in the normal sense of that word; once discovered, it can be accessed from ether side freely.

Sheergath Northern Secret Flap

1" thick; **Hardness** 2; **hp** 15; **Perception** DC 20
Break DC 18

1" thick; **Hardness** 2; **hp** 15; **Perception** DC 22
Break DC 20

1" thick; **Hardness** 2; **hp** 15; **Perception** DC 24
Break DC 22

1" thick; **Hardness** 2; **hp** 15; **Perception** DC 26
Break DC 24

The **cabinet** in the east is unlocked, and contains clothing:

Sheergath Northern Cabinet

cleric's vestments (Sheergath, 4x, **5 gp** apiece); **noble's outfit** (**75 gp**), **peasant's outfits** (6x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **leather boots** (4x, **5 sp** apiece)

Larissa's **dressing desk** contains a locked drawer:

Larissa's Dressing Desk

2" thick; **Hardness** 2; **hp** 20;
Break DC 16; **Disable Device** DC 25

2" thick; **Hardness** 2; **hp** 20;
Break DC 18; **Disable Device** DC 27

2" thick; **Hardness** 2; **hp** 20;
Break DC 20; **Disable Device** DC 29

2" thick; **Hardness** 2; **hp** 20;
Break DC 22; **Disable Device** DC 31

Within can be found the **Elder's** private stash of wealth:

Larissa's Dressing Desk

ink (6 jars, **8 gp** apiece); **inkpens** (4x, **1 sp** apiece); **parchment** (32 sheets, **2 sp** apiece); **sealing wax** (5x; **1 gp** apiece); **masterwork silver dagger**

+1 darts (10x)*; *wand of magic missile (12 charges; **CL** 1; **180 gp** value)

+2 darts (10x)*; *wand of magic missile (34 charges; **CL** 4; **2,040 gp** value)

+2 darts (10x)*; *wand of magic missile (42 charges; **CL** 8; **5,040 gp** value)

+3 darts (10x)*; *wand of magic missile (47 charges; **CL** 14; **9,870 gp** value)

The **washbasin** and **privy** are unremarkable.

BEA-CNT-6: Secret Flap

Only read the *italicized* text below when the PCs discover the secret.

One panel of the tent fabric appears much more patchwork than the others. Suspicious, you poke at it, and it folds away easily.

This secret flap grants immediate access to the **Northern Chambers** (see above).

Per the profile in that section, this secret may be discovered from the south or north, and once revealed, can be used without further checks or issues.

BEA-CNT-7: North Wagon

This enormous wagon appears to have been parked here for a long time. Its wheels are sunk deep in the dirt underneath, though the area bears no liquid currently.

Within is a huge pile of coal, dung, and talc. The smell isn't nearly as bad as you would have imagined, priamrily because the feces are so ancient.

This dungwagon was en route to parts north when the Obelisk Eruption took place, and its tenders vanished out of fear for their own safety.

In addition to an unsurprising dearth of volunteers for the duty, the cart's contents have not been removed because the wagon in its present location serves as a constant reminder of the random and often unsavory influences in one's daily life.

Essentially, **Larissa** has found a way to spin a cart full of shit to her own narrative.

That said, the refuse is right outside her tent... hence the talc covering.

Enterprising PCs have only themselves to blame if they search within the pile, as they will find only more of the obvious contents and nothng else to show for it.

BEA-CNT-8: South Wagon

This small wagon is covered in pitch, and looks highly flammable. Indeed, the wood of the wagon itself appears scorched in places, as though from prior burnings.

The wagon is used in some ceremonies, but is stationed here primarily to reminde the **Sheergath** faithful that at any moment, chaos may ignite, and change one's worldview and situation.

It's an interesting, if volatile, device, but in the current context, seemingly unnecessary, as every single surviving citizen has a constant, daily reminder of how their lives have changed of late!

Map 25: Mayoral Tent (BEA-MRT)

One square equals 5 ft.

BEA-MRT: Mayoral Tent

Please refer to page 788 for a GM-redacted copy of this map.

Mayoral Leadership

The power structure proper of the city was slain with the **Mayor** in **Market Square** in the city interior. However, duty prevails upon leaders to stabilize the populace, never more so than in times of struggle and chaos.

Who is in charge now depends greatly on how the **Eruption** came about—i.e., what the **Prime Catalyst** turned out to be.

For those using ***Berinncorte Basecamp*** as a standalone tome, or those using this setting not in the aftermath of the events of ***Dark Obelisk: Berinncorte***, you may randomize a selection, or simply pick one of the options directly.

Chaos

Larissa the Elder (p 451) is in charge.

Calling upon a chaotic leader to help organize the population into some semblance of calm civility is far from the oddest thing that has happened around here of late. **Larissa** turned out to have such a knack for it that her own followers sometimes question the extent of her devotion to the Chaotic god.

None is suprised quite as much as **Larissa** herself, who not only has a deft innate hand for leadership in a civil setting, but also enjoys it immensely.

Law

Cleric Maghana (p 472) takes the reins in this scenario.

Having seen her close friend the **Mayor** and the would-be love of her life slain by creatures of chaos and evil, **Maghana's** heart has grown colder by shades; she rules with an iron fist to the point where even her own followers question whether she is too strict an adherent to the letter of the law at times.

Nevertheless, even her most ardent detractors will be hard=-pressed to find fault with her results, for the city outside the city has become a place where the damaged citizenry has found comfort, solace, and above all, peace and safety, be it all too uncomfortably close to the city itself.

Love

Nobody is truly in charge.

Otibus (p 495), the seamstress' husband, metes out judgment where necessary, but he much prefers people to rule themselves. In the wake of, and perhaps out of a desire to contrast to, the chaos that rules their once-peaceful city, the displaced citizens have taken this thought to heart, and do a fair job of doing unto others as they would want themselves treated.

The **Militia** is the only group or faction that seems truly uncomfortable with this arrangement; always used to reporting to a leader, the nearly utter lack of one in this new environment has given them a dizzying, almost paralytic amount of autonomy with which they don't quite know what to do.

Sound the Alarm

Throughout this area are **Guards** and **Militia** of various types.

If any **Militia** guards are engaged in combat, they will sound the alarm, summoning another **3d6** additional **Militia** (p 598) in **3** rounds.

This effect does not stack or recurse; i.e., if a group of **Guards** is assaulted, they will call for help; the arriving reinforcements do not themselves then summon a further wave of guards.

A Place of Business

Regardless of who runs the makeshift town of **Basecamp**, the Mayoral Tent is a place of business, in which the daily activities and decisions of the town and its citizenry are executed.

At any given time during daylight hours, expect to find **3d8** various people here (count as **Townsfolk**, p 622), waiting their turn, pleading their case, or simply watching.

At all such times, the **Mayor** (see above) is also in residence here, presiding over the discussion.

During evening hours, this tent unoccupied.

BEA-MRT-1: Entrance

A heavy crimson curtain bars entry to the tent. To either side is an unlit firepit.

The tent being the physical location of authority in a decimated and afraid population, this area is guarded around the clock, whether there are folks inside conducting business or not.

4 Berinncorte Milita Elite Gard (p 603) are stationed right outside the tent's entrance at all times.

Guards here will admit those who have business with the **Mayor**, if they are convinced. Even if they are convinced, however, they will prefer to escort the party inside.

BEA-MRT-2: Guardroom

An in-between chamber formed by two sets of thick curtains sits here. A small table is in the west; three stools provide comfort to those who serve here.

Another **3 Berinncorte Milita Elite Gard** work here.

BEA-MRT-3: Main Chamber

A large, tall chamber lies here in the pavilion's interior. Two large tables occupy the center of the room; chairs and stools ring the perimeter.

To the south is a curtain providing egress from the chamber. Large crates lie to the east and west of this aperture; the eastern crate bears a chest atop it.

To the outside of either crate is an open water barrel.

The two **water barrels** contain fresh, delicious, and potable water.

The two large crates share the same profile:

Mayoral Tent Crates

6" thick; **Hardness** 6; **hp** 50; **Break** DC 24

The eastern crate contains foodstuffs and equipment:

Mayoral Tent Eastern Crate

trail rations (15 each of **standard**, **elven**, **halfling**, and **dwarven**), **15 bedrolls**, **10 folding chairs**, **5 hammocks**, **10 small tents**, **2 medium tents**, **1 large tent**, **20 blankets**, **25 fishhooks**

Whereas the western equivalent contains equipment:

Mayoral Tent Western Crate

1d6+1 of each simple weapon type; **20%** chance for each **martial weapon** type; **100 crossbow bolts**; **175 arrows**; **1d4** of each **light armor**, **1d4-2** of each **medium armor** (a result of 0 means that armor is not present in any quantity)

These supplies have been harvested over time from the supply caches that had been in the ground floor of the **Mayoral Estate** in **Berinncorte**.

Finally, the **chest** on top of the eastern crate is trapped and locked:

Razor-Lid Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 20; **Disable Device** DC 24

Effect Atk +2 melee (**1d6** slashing)

Perception DC 22; **Disable Device** DC 26

Effect Atk +7 melee (**2d8** slashing)

Perception DC 24; **Disable Device** DC 28

Effect Atk +12 melee (**3d8** slashing)

Perception DC 26; **Disable Device** DC 30

Effect Atk +16 melee (**3d10** slashing)

Mayoral Chest

5" thick; **Hardness** 6; **hp** 50;
Break DC 22; **Disable Device** DC 25

5" thick; **Hardness** 6; **hp** 50;
Break DC 24; **Disable Device** DC 27

5" thick; **Hardness** 6; **hp** 50;
Break DC 26; **Disable Device** DC 29

5" thick; **Hardness** 6; **hp** 50;
Break DC 28; **Disable Device** DC 31

Within can be found a decent treasure:

Mayoral Chest

+1 greatsword*; *+1 heavy steel shield*; *bracers of deflection +1

+2 greatsword*; *+2 heavy steel shield*; *bracers of deflection +2

+2 axiomatic greatsword*; *+2 spiked heavy steel shield*; *bracers of deflection +3

+3 axiomatic greatsword*; *+3 spiked heavy steel shield*; *bracers of deflection +3

BEA-MRT-4: Rear Flap

To the south of the enormous tent is a large aperture, separating the pavilion from the main chamber via a heavy parchment-colored curtain.

Polearm-equipped, armored guards stand to either side of the entrance just outside the curtain to the south.

2 Berinncorte Militia Elite Gard (p 603) are stationed right outside the tent's entrance at all times.

Unlike those to the north (see above), guards here are under strict orders to not admit anyone except the **Mayor** and known associates.

They will therefore attack anyone they detect entering the tent to the north.

BEA-MRT-5: Feasting Pavilion

An enormous feasting table extends to the southeast, ringed with well-cushioned chairs. Ranks of stools and tables, and two firepits, bracket the table to the east and west.

Above it all hangs a huge tarpaulin in the colors of Berinncorte—crimson and parchment.

Two cabinets sit to the southeast and southwest.

This is where the **Mayor** and his/her entourage take their meals.

There are no food supplies to speak of other than utensils and plates and such, as purveyors will typically prepare a meal and then bring it to the table, cleaning up in similarly reverse manner.

Meals here are somewhat rare, as it's quite ostentatious in comparison to the meals all other citizens take these days!

It's much more common for the **Mayor** of any ilk to use this area instead to celebrate events here such as marriage—events that typically are engineered to be as inclusive as possible.

At the GM's option, based on the circumstances, the **Mayor** and 24 **Townsfolk** may be celebrating here when the PCs arrive. Such an event would be a fantastic opportunity to introduce key NPCs as well.

The **cabinets** to the south are similarly stocked, and unlocked:

Mayoral Pavilion Cabinets (2x)

ceramic cups (22, **1 sp** apiece); **basket** (8x, **1 sp**

apiece); **plates** (28x, **1 sp** apiece); **daggers** (12x)

Map 26: Food Tent (BEA-FDT)

One square equals 5 ft.

BEA-FDT: Food Tent

Please refer to page 788 for a GM-redacted copy of this map.

Farm to Desperate Table

This small tent serves as something of a microcosm of the **Market Square** within the city, at least with respect to foodstuffs grown locally and sold, often to citizens.

Nominally owned by the **Mayor** and the city itself, this tent is free for anyone to use if there is room. So on a day-to-day basis, it's first-come, first-served for farmers in the region to bring their wares and set up for sale.

The offerings described below are typical offerings on an average day. The GM is welcome to switch these for other options, but realistically, the PCs will not be overjoyed to loot this area regardless of the composition—fruits and vegetables are hardly comparable to gold and platinum!

BEA-FDT-1: Entrance

A wide, open aperture admits access to the tent within. There's an interesting mixture of aromas: fresh and bright, and rancid and stale. You suspect it's on account of some spoiled older offerings on the floor and the corners.

There are no guards to this tent; it's adminstered pretty much on the honor system, trusting in particular the desire for the desperate citizenry to support the free flow of food trade to a needy populace.

BEA-FDT-2: Sampling Table

A small square table sits to the east. Atop it is a display offering of smaller, cut-up and prepared portions of the food for sale in the south of the tent.

This area allows free samples of the food for sale.

From a treasure perspective, it hardly counts as anything; just a few bits, not even a **trail ration's** worth of food taken altogether.

BEA-FDT-3: Foodwares

The heart of the tent is an assortment of tables and small carts arrayed to the south of the tent. To either side are water barrels; typically those purchasing food may dip their mugs for a free drink as well.

To the west is a small circular table at which the truly famished can comfortably consume their purchases on the spot.

During **daylight** hours, there will be **3d4-1** (minimum **1**) **Farmers** here (treat as **Townsfolk,** p 622), selling their wares.

At **night**, there will still be **1d4-1** (minimum **0**) **Farmers** here.

Regardless of how many are in attendance, the offerings are similar:

Table 20: Food Tent Wares

Type	Item	Price
Food	Bread	5 cp
Food	Cheese	3 sp
Food	Honey	6 gp
Food	Maple Syrup	5 gp
Food	Rations, trail	9 sp
Spice	Basil	3 gp
Spice	Beans	4 cp
Spice	Chilies	9 gp
Spice	Cinnamon	8 gp
Spice	Cloves	5 gp
Spice	Coffee beans, common	2 sp
Spice	Fennel	3 gp
Spice	Flour	6 cp
Spice	Garlic	8 cp
Spice	Ginger	5 gp
Spice	Mint	8 sp
Spice	Nutmeg	4 gp
Food	Nuts	9 cp
Food	Potatoes	7 cp
Food	Wheat	3 cp
Food	Turnips	1 cp

Note that these prices, in nearly all cases, represent a significant increase over "rulebook value"; this is due to the supply and demand economics of the desperate situation.

Map 27: Citizen Tents (BEA-CZ1)

One square equals 5 ft.

BEA-CZ1: Citizen Tents

Please refer to page 790 for a GM-redacted copy of this map.

A Transitional Home, Yet Home Still

Clutches of low, utilitarian tents sprawl here, not uncommon amidst the more organized and formal structures used by much of the populace. Citizens who stay here are in a bizarrely problematic middle class: too poor to afford a spot at the Upper-Cass Residential Tent, yet too well off still to be a commoner without a place to stay.

Each of these tents is owned by a citizen, though ownership changes hands quite frequently as circumstances dictate. No matter who rules Basecamp, a rather basic edict of life here is that no usable tent shall go unused; ownership may go a long way, but if you abandon your tent for an extended period of time, expect it to be occupied upon your return, even if you were just out adventuring for a week.

Typically, none of these tents offers much respectable in the way of loot or treasure; the odd gleaming tidbit is usually a remnant from a former tenant who either forgot about it, or much more likely stashed it to avoid it getting stolen, expecting full well to be able to recover it later.

Citizens inhabit these tents. They're not ideal, the roofs leak, the ground is muddy at times, everything smells, and it can be both too hot and too cold.

Yet homes these remain. And for a population once paralyzed with fear, the introduction of a mere, simple tent to call one's own has done wonders for morale and willpower.

Simply put, cheap tents such as these have provided a second life, a second chance, for the citizenry of **Berinncorte**.

In Residence

On a tent-by-tent basis, there is a chance for the tent's owner to be in residence at the time that the PCs approach. During **daylight** hours, there is a **15%** chance for a given resident to be in their tent. At **night**, this escalates to a **60%** chance; during such times the occupants will be asleep.

Most occupants will fight back if interrupted without cause or convincing reason. Those with dedicated tents such as these tend to be influential enough in the community that calling for help will summon **3d6 Townsfolk** (p 622) and **2d4 Militia** (p 598) within **2** rounds.

Liquid Security

Nearly every single citizen with their own domicile has their own water supply... just in case.

Unless otherwise specified, every water barrel described in this section contains an ample quantity of potable, healthy water, and the barrel itself requires no special skill or tool to access.

BEA-CZ1-1: Southeastern Tent (Cora Brushgather's)

This tent smells of the outdoors—woods, leather, and horse.

In the northern corner is a bed. Next to it are a wooden chest and a barrel full of water.

In the southwest, there is a small circular wooden table with some chairs.

To either side of the entrance is a wooden chest.

Around the west side of the tent is a fourth wooden chest atop top sealed barrels.

This is the tent of farmer **Cora Brushgather** (p 321).

Of particular note here, speaking with her may spawn the **Quest "What of the Brushgathers"** (p 57).

All three **outside chests** bear the same profile, as follows:

Cora's Outside Chests (3x)

3" thick; **Hardness** 4; **hp** 20;
Break DC 21; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 23; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 20;
Break DC 25; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 20;
Break DC 27; **Disable Device** DC 26

All three are typically locked; **Cora** herself holds the only key to them all.

The **western chest** contains the following clothing:

Cora's Western Chest

traveler's outfit (**1 gp**); **peasant's outfits** (4x, **1 sp** apiece); **leather boots** (2x, **5 sp** apiece)

The **eastern chest** contains farming tools:

Cora's Eastern Chest

sickle; sickles (2x; small**); daggers (3x); horseshoes** (6x, **2 sp** apiece)

The **chest to the northeast**, on top of the barrel, is locked as well, but with a flimsier mechanism:

Cora's Northeast Chest

3" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 14

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 20

Inside the northeastern chest is some petty cash, a stash of relatively insignificant wealth that Cora hopes will serve as a decoy should she be robbed:

Cora's Northeastern Chest

85 cp; 22 sp; 3 gp

The **barrel** itself underneath is sealed, and requires a tool or skill to access:

Cora's Outside Barrel

3" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 22

Inside is a measure of **mead**:

Cora's Outside Barrel

mead (**40 lbs**, **10 gp** total value)

Finally, the **chest inside the tent** is locked as well, but is of sturdier make:

Cora's Interior Chest

3" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 20; **Break** DC 26; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 20; **Break** DC 28; **Disable Device** DC 26

Within is **Cora's** life savings and treasure:

Cora's Interior Chest

3 pp; 54 gp; 117 sp; 209 cp; masterwork dagger

8 pp; 82 gp; 204 sp; 317 cp; masterwork silver dagger

18 pp; 132 gp; 294 sp; 400 cp; *+1 dagger*

31 pp; 211 gp; 407 sp; 519 cp; *+1 cold iron dagger*

BEA-CZ1-2: Southwestern Tent (Esk's)

This tent smells of dust and neglect.

A small bed sits to the northern corner; immediately next to it is a wooden chest.

A water barrel sits in the western corner.

To the front of the tent, a bit to the west, is a small table ringed with chairs.

Outside the tent, a crate topped with sacks is to the west of the exterior. To the east is another set of sacks.

This is the residence of **Esk** (p 376), the former innkeeper.

He's a bit of out sorts, no longer having any place to rent out. As a result, he's churning through his savings staying here, trying to determine what to do next in terms of a profession.

The **water barrel** inside the tent is unsealed, open, and contains potable water.

The **chest** inside the tent is locked:

Esk's Interior Chest

3" thick; **Hardness** 3; **hp** 20; **Break** DC 18; **Disable Device** DC 17

3" thick; **Hardness** 3; **hp** 20; **Break** DC 20; **Disable Device** DC 19

3" thick; **Hardness** 3; **hp** 20; **Break** DC 22; **Disable Device** DC 21

3" thick; **Hardness** 3; **hp** 20; **Break** DC 24; **Disable Device** DC 23

Inside is **Esk's** dwindling life savings:

Esk's Interior Chest

5 pp; 68 gp; 120 sp; 240 cp

13 pp; 119 gp; 272 sp; 409 cp

26 pp; 161 gp; 312 sp; 480 cp

39 pp; 262 gp; 481 sp; 560 cp

The **crate** to the west is sealed:

Esk's Western Crate

3" thick; **Hardness** 4; **hp** 25; **Break** DC 18; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25; **Break** DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25; **Break** DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25; **Break** DC 24; **Disable Device** DC 22

Inside the crate is a supply of clothes taken from the inn:

Esk's Western Crate

2 bedrolls, **2 medium tents**, **1 large tent**, **12 blankets**; **traveler's outfits** (6x; **1 gp** apiece); **peasant's outfits** (11x, **1 sp** apiece); **leather boots** (8x, **5 sp** apiece)

The **sacks on top of the crate** to the west are easily accessible, but contain disappointing fare:

Esk's Western Sacks

cheese (**12** lbs, **24 sp** total value); **beans** (15 lbs, **2 cp** apiece)

Sacks to the east, outside the tent, contain food staples:

Esk's Eastern Sacks

trail rations (12x)

BEA-CZ1-3: Eastern Tent (Donur Gravelsmasher's)

A hearty scent of hard work, sweat, and dirt greets you inside this tent.

Within is a standard arrangement: a small table with chairs to the southern edge of the tent entrance; a water barrel in the southwest corner; a wooden chest to its north; and a bed in the northwest corner.

Outside the tent, a sealed barrel is right outside the northern part of the tent entrance.

Donur Gravelsmasher (p 353) rests here.

The **interior barrel** contains potable water, and is unsealed.

The **chest** is locked:

Donur's Interior Chest

3" thick; **Hardness** 4; **hp** 30;
Break DC 21; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 30;
Break DC 23; **Disable Device** DC 23

3" thick; **Hardness** 4; **hp** 30;
Break DC 25; **Disable Device** DC 25

3" thick; **Hardness** 4; **hp** 30;
Break DC 27; **Disable Device** DC 27

Donur's paltry savings are inside the chest:

Donur's Interior Chest

12 gp; 57 sp; 98 cp; masterwork daggers (2x)

23 gp; 82 sp; 146 cp; masterwork daggers (2x)

87 gp; 163 sp; 205 cp; *+1 daggers* (2x)

162 gp; 245 sp; 301 cp; *+1 keen daggers* (2x)

The **barrel** to the north outside the entrance is sealed:

Donur's Outside Barrel

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 23

Inside is a quantity of **ale**:

Donur's Outside Barrel

ale (**56 lbs**, **112 sp** total value)

BEA-CZ1-4: Northwestern Tent (Caerthynna Tsornyl's)

This tent smells faintly of incense and is well-kept.

A table, chairs, wooden chest, water barrel, and bed occupy the interior.

A sealed crate sits outside the tent to the north; a trio of barrels rests against the southwestern tent corner.

This northernmost tent belongs to **Caerthynna Tsorynl** (p 315).

The **water barrel** is half-full with potable water.

Caerthynna's chest next to the bed is locked, and holds her life savings:

Caerthynna's Interior Chest

3" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 22

Caerthynna's Interior Chest

47 gp; jade and opal necklace (81 gp)

81 gp; jade and opal necklace (137 gp)

138 gp; jade and opal necklace (209 gp)

203 gp; jade and opal necklace (319 gp)

The **three barrels** to the south are sealed:

Caerthynna's Outside Barrels (3x)

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 25;

Break DC 23; **Disable Device** DC 23

Inside each of the three barrels is some common **wine**:

Caerthynna's Outside Barrel (3x)

wine, common (**48 lbs**, **16 sp** total value)

To the north is the **crate** outside the tent:

Caerthynna's Northern Crate

4" thick; **Hardness** 4; **hp** 30;
Break DC 17; **Disable Device** DC 15

4" thick; **Hardness** 4; **hp** 30;
Break DC 19; **Disable Device** DC 17

4" thick; **Hardness** 4; **hp** 30;
Break DC 21; **Disable Device** DC 19

4" thick; **Hardness** 4; **hp** 30;
Break DC 23; **Disable Device** DC 21

Within the crate is a stash of her merchant supplies:

Caerthynna's Northern Crate

traveler's outfits (3x; **1 gp** apiece)

potion of cure light wounds (3x); ***potion of remove fear*** (2x)

potion of cure light wounds (5x); ***potion of jump*** (2x)

potion of aid (2x); ***potion of cure moderate wounds*** (3x)

potion of spider climb (3x); ***potion of cure moderate wounds*** (6x)

BEA-CZ1-5: Water Cache

Amidst the four tents is a supply of water barrels that sit along the spine, so to speak, of the cluster of residences.

Two large barrels, one small barrel, and one open barrel compose the assortment.

All five barrels contain potable, but stale, water.

The **large barrels** are sealed:

Water Cache Large Barrels (2x)

3" thick; **Hardness** 4; **hp** 25;
Break DC 16; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 22

The small barrel is also sealed:

Water Cache Small Barrel

3" thick; **Hardness** 3; **hp** 20;
Break DC 16; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 22

Map 28: Lower-Class Residential Tents (BEA-LCRT)

One square equals 5 ft.

BEA-LCRT: Lower-Class Residential Tents

Please refer to page 791 for a GM-redacted copy of this map.

A Place to Lay Your Head... And Not Much More

Citizens inhabit this tent. It's a place to sleep, and to get a meal, and not much more. There is some social aspect to the shared experience, but as this tent is nobody's favorite locale, the atmosphere is very much "get in, eat and/or sleep, and get out" rather than "share a meal and a chat".

For some, it's not much of a change from how they lived live within the city limits; such folk have made the transition easily.

For others, however, it's a step down, a definite hit to their morale and sense of self-worth.

Nobody *wants* to live here. All who eat and dwell here do so out of necessity. It's an important distinction to note.

The Hungry and Tired

The following citizens call the **Lower-Class Residential Tent** home, from time to time.

Before, or as, the PCs approach, roll for each (using the "In Residence" note, see below) to determine whether they're present. Or, at the GM's option, simply decide which NPCs are present.

Table 21: Lower-Class Residential Tent Residents

Citizen
Brock Runnaheim
Denzys
Gurth
Gyldor
Hueykins
Kayzark
Lingona
Pilga
Rhirem
Shakira Alam
Sorille (when she's in town for a delivery)
Stewy
Tarsheva Hornwood
Tudra Coppereye
Zook Beren

In Residence

On a person-by-person basis, there is a chance for a citizen to be in residence at the time that the PCs approach.

During **daylight** hours, there is a **15%** chance for a given resident to be in the **LCRT**. At **night**, this escalates to a **60%** chance; during such times the occupants will be asleep.

As nobody really wants to be here, or call it home, there is no particular attachment to this place as a residence to be defended. In addition, those staying here typically lack any sort of wealth to defend.

This all adds up to the fact that, faced with any sort of violence, all residents will flee the area to save their own skins.

BEA-LCRT-1: Firepit

To the southeast of the tents proper is a large firepit. Citizens huddle about for warmth—both those living here, and those ambling by.

There's a sense of forced, dejected, cameraderie here, an attitude of "oh, well; might as well be friendly, I suppose". It seems a passive choice, a decision made subconsciously out of necessity.

Day and night, **2d4 Townsfolk** (p 622) will be here, seeking comfort and heat.

BEA-LCRT-2: Burning Pit

A strange mixture of scents assaults you as you approach this pit to the southwest of the tents. It seems a stone-ringed, shallow pit, filled with all manner of partially-charred and destroyed items.

All manner of items are here; the pit serves as a means of getting rid of things that are either damaged, unsavory, or otherwise no longer wanted.

Some come here to part with mementos that would otherwise bind them to departed loved ones. Others simply have mundane trash to dispose of. Occasionally, someone will need to rid themselves of evidence, or otherwise conceal an unwanted item.

Day and night, **1d6-2** (minimum 0) **Townsfolk** (p 622) will be here, either to destroy or to review the destruction out of curiosity.

BEA-LCRT-3: Entrance

Odd scents and loud noises greet you as you step through this large aperture. Two enormous tables take up most of the space; they are strewn with eating supplies and food, and ringed haphazardly with chairs and stools of all manner.

Thick, mildewy, grey curtains lead to the east and west. In the eastern corners are open water barrels, and in the northwest corner is a stove.

A set of swinging wooden double doors leads to the rear of the tents.

The two **water barrels** contain greasy, dirty, yet ultimately drinkable water; as the PCs watch, they observe the common practice of simply dunking one's tankard in the barrel to fill up.

The **doors** to the north lack a lock and are easily accessed.

The **curtains** to the east and west are similarly free to use.

BEA-LCRT-4: Dining Area

"Dismal hubbub" is probably the best descriptor for this scene: lots of people, but little love; folk eat together out of need, not comfort or entertainment.

There is no lute playing in the corner, no burgeoning thespian attempting to distract: the focus here is all about the meal, such as it is.

3d6 Townsfolk will always be here, eating glumly in silence; **4d8** during proper mealtimes.

Anyone may purchase a quickly-prepared meal. The fare is filling, and quick, but ultimately unsatisfying; it's little more than gussied-up gruel, and all present will freely admit to this fact.

Table 22: Lower-Class Residential Tent Dining Fare

Type	Item	Price
Meal	Meal, poor	2 cp
Meal	Meal, common	13 sp
Meal	Meal, good*	2 gp
Rations	Rations, Dwarven / Elven / Gnome / Halfling / Orc trail	7 gp
Rations	Rations, wandermeal	2 cp
Rations	Rations, trail	8 sp
Drink	Ale, common	2 cp
Drink	Whiskey, poor (shot)	2 sp

* As any resident can tell you, this tent does *not* actually have the capability of preparing and serving a **good meal**. Instead, they will gladly take your inflated price in gold and prepare a **common meal** instead, mixing in some ingredients from a **poor meal** to disguise it as something different. There's no guilt in this ruse; the **Tent's** philosophy is that it's a good way of taking advantage of passersby and travelers.

BEA-LCRT-5: Eastern Supply Piles

In the rear of the tent structure is a pile of five barrels, and one darker barrel to its east. To the west is a crate with two piles of sacks.

Closer to the doors is a privy.

The **communal privy**, as one might expect, is a disgusting mess, and contains no treasure whatsoever.

The five **light-colored barrels** are all sealed:

LCRT Eastern Ale Barrel (5x)

4" thick; **Hardness** 4; **hp** 30;
Break DC 18; **Disable Device** DC 15

4" thick; **Hardness** 4; **hp** 30;
Break DC 20; **Disable Device** DC 17

4" thick; **Hardness** 4; **hp** 30;
Break DC 22; **Disable Device** DC 19

4" thick; **Hardness** 4; **hp** 30;
Break DC 24; **Disable Device** DC 21

Each contains **ale**:

LCRT Eastern Ale Barrel (5x)

ale (**56 lbs**, **112 sp** total value)

The smaller, darker-colored barrel to the east of the others is of better construction, and contains nicer fare:

LCRT Whiskey Barrel

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 25;
Break DC 25; **Disable Device** DC 23

Whiskey lies within:

LCRT Whiskey Barrel

whiskey, poor (**40 lbs**, **20 gp** total value)

The **crate** closer to the door is sealed, and requires force or tool to prize open:

LCRT Ration Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 26; **Disable Device** DC 24

LCRT Ration Crate

rations, trail (**80x**, **400 sp** total value)

Finally, the **sacks** of course require no tool or key, and contain foodstuffs:

LCRT Food Sacks

beans (**50 lbs**, **100 cp** total value); **flour** (**60 lbs**, **120 cp** total value); **wheat** (**55 lbs**, **55 cp** total value)

BEA-LCRT-6: Western Supply Piles

To the northwest of the tent is an assortment of supplies:

four large dark barrels; one large crate, atop which rests an assortment of sacks, a chest, and a smaller crate; and an array of sacks to the western edge of the pile.

Closer to the door is a privy.

The **privy** is foul and contains only what one would expect it to.

The **barrels** are all sealed, and contain mead:

LCRT Mead Barrel (4x)

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 25;
Break DC 25; **Disable Device** DC 23

LCRT Mead Barrel (4x)

mead (**48 lbs**, **12 gp** total value)

The **sacks** contain foodstuffs:

LCRT Food Sacks

potatoes (**60 lbs**, **120 cp** total value); **nuts** (**30 lbs**, **90 cp** total value)

The **large crate** is sealed, and contains only **turnips**:

LCRT Western Large Crate

3" thick; **Hardness** 3; **hp** 25;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 3; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 25;
Break DC 24; **Disable Device** DC 22

LCRT Western Large Crate

turnips (**200 lbs, 400 sp** total value)

The **small crate** on top of it is similarly sealed, and bears **sugar**:

LCRT Western Small Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 15

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 21

LCRT Western Small Crate

sugar (**80 lbs**, **400 sp** total value)

The **sacks** on top of the small crate contain **coffee beans**:

LCRT Western Small Sacks

coffee beans (**40 lbs**, **200 sp** total value)

Finally, the **chest** on top of the large crate is predictably locked, and yields slightly more interesting contents:

LCRT Western Chest

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 26

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 28

LCRT Western Chest

1 pp; 26 gp; 57 sp; 300 cp

7 pp; 84 gp; 81 sp; 400 cp

15 pp; 132 gp; 167 sp; 500 cp

24 pp; 209 gp; 246 sp; 600 cp

BEA-LCRT-7: Western Bedspace

Ten beds are squished into this space, tightly occupying the room.

At the far west end is an uncovered water barrel.

This room is exactly what it seems. Individual beds are on a first-come, first-served basis.

It's likely, particularly during evening hours, that several of these beds are occupied.

The water in the **barrel** described is slightly less gross than that of the barrels in the main room, and just as drinkable.

BEA-LCRT-8: Eastern Bedspace

This room is identical to the chamber to the west in every way.

BEA-LCRT-9: Deadtrees

Ringing the outside of the tent structure is an array of dead trees. The branches lift 20'-30' into the air.

The towering size and complete barrenness of the trees

makes for a desolate and horrifying environment

Scary they might be, particularly at night, but the deadtrees are simply that: dead trees.

Much of the foliage in the area has suffered to some extent in the events and chaos of the Eruption, but these trees died altogether.

Other than giving a misleadingly dire impression to paranoid PCs, these trees have no mechanical or game function.

Map 29: Citizen Tents (BEA-CZ2)

One square equals 5 ft.

BEA-CZ2: Citizen Tents

Please refer to page 792 for a GM-redacted copy of this map.

A Transitional Home, Yet Home Still

Citizens inhabit these tents. They're not ideal, the roofs leak, the ground is muddy at times, everything smells, and it can be both too hot and too cold.

Yet homes these remain. And for a population once paralyzed with fear, the introduction of a mere, simple tent to call one's own has done wonders for morale and willpower.

Simply put, cheap tents such as these have provided a second life, a second chance, for the citizenry of **Berinncorte**.

In Residence

On a tent-by-tent basis, there is a chance for the tent's owner to be in residence at the time that the PCs approach. During **daylight** hours, there is a **15%** chance for a given resident to be in their tent. At **night**, this escalates to a **60%** chance; during such times the occupants will be asleep.

Most occupants will fight back if interrupted without cause or convincing reason. Those with dedicated tents such as these tend to be influential enough in the community that calling for help will summon **3d6 Townsfolk** (p 622) and **2d4 Militia** (p 598) within **2** rounds.

Liquid Security

Nearly every single citizen with their own domicile has their own water supply... just in case. In some cases, these barrels are within the tent; in others, the barrel may be found outside.

Unless otherwise specified, every water barrel described in this section contains an ample quantity of potable, healthy water, and the barrel itself requires no special skill or tool to access.

BEA-CZ2-1: Tent 1 (Ines Borque's)

A functional, sturdy tent sits here, equipped with a table and chairs, bed, chair, chest, and cabinet.

A stool sits to either side of the entrance. Further east of the entrance is a stack of three barrels.

This tent is the homestead of **Ines Borque** (p 430).

The **trio of barrels** to the east of the entrance requires tool or force to open up:

Ines' Barrels

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 26; **Disable Device** DC 24

Ines' Barrels

mead (**160 lbs**, **40 gp** total value)

The **interior chest** is locked:

Ines' Chest

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 26

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 28

Ines' Chest

5 pp; 18 gp; 84 sp; 50 cp

13 pp; 57 gp; 112 sp; 80 cp

17 pp; 122 gp; 199 sp; 160 cp

29 pp; 201 gp; 301 sp; 240 cp

The **southern crate** is sealed:

Ines' Southern Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 26; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 25;
Break DC 28; **Disable Device** DC 26

Ines' Southern Crate

rations, trail (**20x**, **100 sp** total value)

Atop this crate is a group of **sacks**:

Ines' Southern Sacks

cheese (**16 lbs**, **32 sp** total value)

In the north is an assortment of **sacks**:

Ines' Northern Sacks

wheat (**55 lbs**, **55 cp** total value)

BEA-CZ2-2: Tent 2 (Otibus')

A clean and orderly tent sits here.

A small table and chairs, stool and writing desk, cabinet, bed, and wooden chest are the room's contents. To the south is an array of bags.

Otibus (p 495), the seamstress' widower, rests here.

The **cabinet** in the west is unlocked, and contains clothing:

Otibus' Cabinet

traveler's outfits (2x, **1 gp** apiece); **peasant's outfits** (5x, **1 sp** apiece); **monk's outfit** (**5 gp**); **leather boots** (3x, **3 sp** apiece)

To its north is the **interior chest**, which is locked:

Otibus' Chest

3" thick; **Hardness** 4; **hp** 25;
Break DC 14; **Disable Device** DC 15

3" thick; **Hardness** 4; **hp** 25;
Break DC 16; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 21

Otibus' Chest

8 gp; 12 sp; 21 cp; silk (**30 sq. yards**, **300 gp** total value)

21 gp; 32 sp; 39 cp ; silk (**30 sq. yards**, **900 gp** total value)

33 pp; 67 gp; 80 sp ; silk (**30 sq. yards**, **1,800 gp** total value)

50 pp; 104 gp; 173 sp ; silk (**30 sq. yards**, **3,200 gp** total value)

The **sacks** to the south of the tent are of course unlocked and freely accessible:

Otibus' Sacks

rations, trail (**20x**, **100 sp** total value)

BEA-CZ2-3: Tent 3 (Welby Goodbarrel's)

A tradesman's tent is this, with everything orderly and coins stacked neatly.

In the southwest, a bed, writing desk, and chest sit. To the northwest is a cabinet. A small table and chairs round out the room.

To the south of the tent is a pile of sacks next to a water barrel.

Welby Goodbarrel (p 586) besides here, though of course much of the time he's to be found in his **General Store Tent** (p 250).

The **cabinet** in the northwest corner is typically locked, though not very sturdily:

Welby's Cabinet

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 23

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 25

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 27

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 29

Welby's Cabinet

courtier's outfits (2x, **30 gp** apiece); **noble's outfit** (**75 gp**); **scholar's outfits** (3x, **5 gp** apiece); **leather boots** (2x, **3 sp** apiece)

At the foot of the bed is a locked and trapped **chest**:

Razoredge Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 22; **Disable Device** DC 25

Effect Atk +2 melee (**1d4** slashing)

Perception DC 24; **Disable Device** DC 27

Effect Atk +5 melee (**2d4** slashing)

Perception DC 26; **Disable Device** DC 29

Effect Atk +8 melee (**3d6** slashing)

Perception DC 28; **Disable Device** DC 31

Effect Atk +11 melee (**4d6** slashing)

Welby's Chest

5" thick; **Hardness** 6; **hp** 50;
Break DC 23; **Disable Device** DC 23

5" thick; **Hardness** 6; **hp** 50;
Break DC 25; **Disable Device** DC 25

5" thick; **Hardness** 6; **hp** 50;
Break DC 27; **Disable Device** DC 27

5" thick; **Hardness** 6; **hp** 50;
Break DC 29; **Disable Device** DC 29

Welby's Chest

+1 shortsword (small); +1 light wooden shield (small); +1 sling (small); +1 keen dagger (small); **44 pp; 109 gp**

+1 shortsword (small); +2 light wooden shield (small); +2 sling (small); +1 keen dagger (small); **52 pp; 257 gp**

+2 shortsword (small); +2 light wooden shield (small);

+2 sling (small); +2 keen dagger (small); **71 pp; 357 gp**

+3 shortsword (small); +3 light wooden shield (small); +3 fiery sling (small); +3 keen dagger (small); **102 pp; 511 gp**

The **small pile of sacks** to the south of the entrance contain simple fare:

Welby's Sacks

rations, halfling trail (**25x**, **50 sp** total value)

BEA-CZ2-4: Tent 4 (Larissa's)

Incense and candles, and perfume, scent the air in this simple tent that contains only a table and chairs, stools, cabinet, writing desk, bed, and wooden chest.

To the south is a water barrel, empty potted plant urn, and pile of bags.

Larissa the Elder of Sheergath (p 451) can be found here, when she's not at her church tent.

The **sacks** to the south outside her tent are freely accessible:

Larissa's Bags

rations, elven trail (**30x**, **60 sp** total value)

Within the tent, the **chest** at the foot of her bed is trapped and locked:

Staccato Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 18; **Disable Device** DC 20

Effect Atk +4 melee (**3d4** piercing)

Perception DC 20; **Disable Device** DC 22

Effect Atk +8 melee (**3d6** piercing)

Perception DC 22; **Disable Device** DC 24

Effect Atk +12 melee (**3d8** piercing)

Perception DC 24; **Disable Device** DC 26

Effect Atk +16 melee (**3d10** piercing)

Larissa's Chest

3" thick; **Hardness** 6; **hp** 50;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 6; **hp** 50;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 6; **hp** 50;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 6; **hp** 50;
Break DC 26; **Disable Device** DC 28

Larissa's Chest

+1 amulet of natural armor; +1 darts (6x); **9 pp; fireopal ring (137 gp)**

+1 amulet of natural armor; +2 darts (6x); **29 pp; fireopal ring (273 gp)**

+2 amulet of natural armor; +2 darts (6x); **42 pp; fireopal ring (347 gp)**

+2 amulet of natural armor; +3 darts (6x); **53 pp; fireopal ring (408 gp)**

Her **clothes cabinet** to the northwest is locked:

Larirssa's Cabinet

3" thick; **Hardness** 4; **hp** 20;
Break DC 18; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 26

Larissa's Cabinet

cleric's vestments (**6x, Sheergath, 5 gp** apiece); **traveler's outfits** (**4x, 1 gp** apiece)

To the east of the cabinet, her **writing desk** contains a trapped and locked drawer:

Razorslip Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 22; **Disable Device** DC 21

Effect Atk +2 melee (**1d4** slashing)

Perception DC 24; **Disable Device** DC 23

Effect Atk +4 melee (**2d4** slashing)

Perception DC 26; **Disable Device** DC 25

Effect Atk +6 melee (**3d4** slashing)

Perception DC 28; **Disable Device** DC 37

Effect Atk +8 melee (**3d6** slashing)

Larissa's Writing Desk

3" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 26

Larissa's Writing Desk

+1 dagger; 23 pp; 45 gp

+1 dagger; 31 pp; 139 gp

+2 dagger; 45 pp; 218 gp

+2 dagger; 57 pp; 349 gp

BEA-CZ2-5: Tent 5 (Amadan's)

This large tent appears a doubled dwelling: two beds, two cabinets, and tw writing desks, and two stools. However, only the northern bed appears rumpled; the southern one looks pristine, as though not actually in use.

Between the two beds is a wooden chest. A rectangular table ringed with chairs sits in the tent entrance.

The secretive **Amadan** (p 466) dwells here.

There are indeed two beds—not by her design; rather, the prior occupants of the tent, a brother and sister, had arranged things in this manner. Though beds are in short supply, the effort of moving the furniture through the muck is such that it simply remains here.

The **northern bed's cabinet** is unlocked:

Amadan's Cabinet

traveler's outfits (4x, **1 gp** apiece); **peasant's outfits** (2x, **1 sp** apiece); **berinncorte militia uniforms** (3x; **1 gp** apiece); **leather boots** (2x, **3 sp** apiece); **rations, trail** (8x, **40 sp** total value)

The **northern writing desk** is also unlocked, but contains only writing supplies:

Amadan's Writing Desk

inkpens (2x, **1 sp** apiece); **ink** (**2 jars**, **8 gp** apiece); **parchment** (**10 sheets**, **2 sp** apiece)

The **chest** in between the two beds contains **Amadan's** wealth, such as it has survived thus far:

Amadan's Chest

4" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 21

4" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 23

4" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 25

4" thick; **Hardness** 5; **hp** 30;
Break DC 26; **Disable Device** DC 27

Amadan's Chest

masterwork shortsword; masterwork daggers (2x); 62 gp

***+1 shortsword*; *+1 daggers* (2x); 181 gp**

***+2 shortsword*; *+1 daggers* (2x); 312 gp**

***+2 shortsword*; *+2 daggers* (2x); 589 gp**

To the south is an unlocked **cabinet**, but it is empty.

As is the **writing desk** to its east.

BEA-CZ2-6: Tent 6 (Dimblegruffe's)

This tent smells of the forge, and its walls and the bedsheets are stained with dust and grime.

A bed sits in the southwest corner; to the southern corner opposite is a wooden chest.

The northwest corner holds a crate. Next to it to the east is a small table with chairs. To the south of that is a cabinet whose top appears repurposed as a writing desk.

To the south of the tent is a quartet of stacked barrels, and a small wooden crate with sacks atop it.

Blacksmith **Dimblegruffe** (p 342) rests here after hard days and nights at the forge.

The **crate** to the south is sealed, and contains raw materials:

Dimblegruffe's Southern Crate

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 20;
Break DC 26; **Disable Device** DC 24

Dimblegruffe's Southern Crate

flint and steel (4x, **1 gp** apiece); **bellows** (2x, **1 gp** apiece); **anvil** (**5 gp**)

The **sacks** atop it are of similar nature:

Dimblegruffe's Southern Sacks

iron spikes (20x, **5 cp** apiece); **folding shovel** (**2 gp**)

To the east of that is the quartet of **barrels**:

Dimblegruffe's Barrels (4x)

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 26; **Disable Device** DC 22

Dimblegruffe's Barrel (4x)

ale (**80 lbs**, **20 sp** total value)

Within the tent is another **crate**:

Dimblegruffe's Northern Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

Dimblegruffe's Northern Crate

leather armor (2x); **leather armor** (2x, **Small**); **studded leather armor** (2x); **chainmail**

The **chest** in the southeast corner is trapped and locked:

Oilfire Burst Trap

Type Mechanical (fire is nonmagical ignited oil); **Trigger** Touch; **Reset** Repair

Perception DC 20; **Disable Device** DC 23

Effect Automatic hit; **Reflex** DC 16 halves damage (**1d6** fire + may set combustables ablaze)

Perception DC 22; **Disable Device** DC 25

Effect Automatic hit; **Reflex** DC 16 halves damage (**2d6** fire + may set combustables ablaze)

Perception DC 24; **Disable Device** DC 27

Effect Automatic hit; **Reflex** DC 16 halves damage (**2d8** fire + may set combustables ablaze)

Perception DC 26; **Disable Device** DC 29

Effect Automatic hit; **Reflex** DC 16 halves damage (**2d10** fire + may set combustables ablaze)

Dimblegruffe's Chest

5" thick; **Hardness** 6; **hp** 40;
Break DC 22; **Disable Device** DC 23

5" thick; **Hardness** 6; **hp** 40;
Break DC 24; **Disable Device** DC 25

5" thick; **Hardness** 6; **hp** 40;
Break DC 26; **Disable Device** DC 27

5" thick; **Hardness** 6; **hp** 40;
Break DC 28; **Disable Device** DC 29

Dimblegruffe's Chest

rations, trail (4x, **40 sp** total value)

+1 studded leather armor; +1 battleaxe; **138 gp**

+2 studded leather armor; +1 battleaxe; **281 gp**

+2 studded leather armor; +2 battleaxe; **402 gp**

+2 studded leather armor; +3 battleaxe; **510 gp**

Finally, the **cabinet / writing desk** is typically unlocked:

Dimblegruffe's Cabinet/Writing Desk

inkpens (2x, **1 sp** apiece); **ink** (**2 jars**, **8 gp** apiece); **parchment** (**10 sheets**, **2 sp** apiece); **traveler's outfits** (4x, **1 gp** apiece); **peasant's outfits** (2x, **1 sp** apiece); **berinncorte militia uniforms** (2x; **1 gp** apiece); **leather boots** (2x, **3 sp** apiece);

BEA-CZ2-7: Tent 7 (Jozan's)

There's a bit of a scent of stale ale about this tent, which contains a Spartan assortment of bed, chest, writing desk, chair, and table, with some stools and a potted plant out front.

Out back of the tent, there's a stack of casks, a crate, and a pile of sacks.

Jozan (p 436) the bartender lives here.

The **casks** to the southeast are sealed and sturdy:

Jozan's Barrels

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 26; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 28; **Disable Device** DC 24

Jozan's Barrel (4x)

wine, fine (**60 lbs**, **400 gp** total value)

To their west is a **crate**:

Jozan's Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 24

Jozan's Crate

rations, trail (**90x**, **450 sp** total value)

Atop the crate is a pile of **small sacks**:

Jozan's Sacks

coffee beans, exotic (**20 lbs**, **120 cp** total value)

Inside the tent, **Jozan** keeps his prized valuables in the locked **chest** at the foot of his bed:

Jozan's Chest

3" thick; **Hardness** 5; **hp** 30;
Break DC 20; **Disable Device** DC 21

3" thick; **Hardness** 5; **hp** 30;
Break DC 22; **Disable Device** DC 23

3" thick; **Hardness** 5; **hp** 30;
Break DC 24; **Disable Device** DC 25

3" thick; **Hardness** 5; **hp** 30;
Break DC 26; **Disable Device** DC 27

Jozan's Chest

leather armor; shortsword; dagger; 62 gp

masterwork leather armor; masterwork shortsword; dagger; 132 gp

***+1 leather armor*; *+1 shortsword*; masterwork dagger; 281 gp**

***+2 leather armor*; *+1 shortsword*; *+1 dagger*; 429 gp**

Finally, his **cabinet / writing desk** is unlocked:

Jozan's Cabinet/Writing Desk

inkpen (**1 sp**); **ink** (**2 jars**, **8 gp** apiece); **parchment** (**6 sheets**, **2 sp** apiece); **traveler's outfits** (**2x**, **1 gp** apiece); **peasant's outfits** (**3x**, **1 sp** apiece); **leather boots** (**2x**, **3 sp** apiece)

BEA-CZ2-8: Tent 8 (Ota Kuiduru's)

A neat and orderly tent is here, though somewhat small.

A small wooden crate is in the east of the tent; opposite it is a small table ringed with chairs.

South of that is a cabinet with a chair; further south is a bed with a wooden chest at its foot.

Behind the tent to the south is a trio of barrels, atop which rests another wooden chest.

Here is the residence of **Ota Kuiduru** (p 489), who helps serve as the lead of the retinue of whomever is **Mayor**.

The **trio of barrels** in the south outside of the tent is sealed; all three contain clean, pure, delicious **spring water**.

Ota's Barrels (3x)

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 22

Atop the barrels, the **chest** is locked:

Ota's Southern Chest

4" thick; **Hardness** 4; **hp** 35;
Break DC 21; **Disable Device** DC 22

4" thick; **Hardness** 4; **hp** 35;
Break DC 23; **Disable Device** DC 24

4" thick; **Hardness** 4; **hp** 35;
Break DC 25; **Disable Device** DC 26

4" thick; **Hardness** 4; **hp** 35;
Break DC 27; **Disable Device** DC 28

Ota's Southern Chest

periscope (20 gp); sextant (500 gp); climbing pitons (**10x**; **1 sp** apiece)

A similar, **trapped chest** lies at the foot of the bed inside the tent:

Prickneedle Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 17; **Disable Device** DC 21

Effect Atk +2 melee (**1d4** piercing)

Perception DC 19; **Disable Device** DC 23

Effect Atk +4 melee (**1d6** piercing)

Perception DC 21; **Disable Device** DC 25

Effect Atk +6 melee (**2d4** piercing)

Perception DC 23; **Disable Device** DC 27

Effect Atk +8 melee (**2d6** piercing)

Ota's Interior Chest

4" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 22

4" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 24

4" thick; **Hardness** 5; **hp** 40;
Break DC 26; **Disable Device** DC 26

4" thick; **Hardness** 5; **hp** 40;
Break DC 28; **Disable Device** DC 28

Ota's Interior Chest

masterwork kami (2x); *bracers of deflection (+1 AC);* 23 gp

***+1 kami* (2x); *bracers of deflection (+1 AC);* 101 gp**

***+1 kami* (2x); *bracers of deflection (+2 AC);* 257 gp**

***+2 kami* (2x); *bracers of deflection (+2 AC);* 409 gp**

The **crate** to the northeast is sealed:

Ota's Interior Crate

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 24

Ota's Interior Crate

rations, trail (**50x**, **250 sp** total value)

Finally, the **writing desk / cabinet** to the west is unlocked:

Ota's Writing Desk/Cabinet

inkpens (**4x**; **1 sp** apiece); **ink** (**3 jars**, **8 gp** apiece); **parchment** (**32 sheets**, **2 sp** apiece); **traveler's outfits** (**4x**, **1 gp** apiece); **monk's outfits** (**4x**, **5 gp** apiece); **leather boots** (**2x**, **3 sp** apiece)

BEA-CZ2-9: Tent 9 (Maghana's)

A stately, large tent sits here, smelling faintly of incense.

A large rectangular table, ringed with chairs, occupies the majority of the chamber. Two beds sit to the east; between them is a cabinet turned writing desk and a chair in front.

In back of the tent, to the east, is a water barrel and a crate, atop which rest a pile of small sacks and a wooden chest.

Cleric Maghana (p 472), whatever her state and status, lives here. It also serves as something of an office for visitors.

Though visitors may make secret innuendo about the second bed in her tent, she maintains it is an homage to the departed High Priest **Cannock** (p 310), for whom she reserves an empty bed and typically an empty chair at the table as a reminder of his absence and lingering influence.

The **cabinet** between the two beds is locked:

Maghana's Cabinet

3" thick; **Hardness** 4; **hp** 25;
Break DC 16; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 23

Maghana's Cabinet

inkpens (**3x**; **1 sp** apiece); **ink** (**2 jars**, **8 gp** apiece); **parchment** (**25 sheets**, **2 sp** apiece); **traveler's outfits** (**2x**, **1 gp** apiece); **cleric's vestments** (**4x**, Zugul, **5 gp** apiece); **leather boots** (**3x**, **3 sp** apiece)

BEA-CZ2-10: Tent 9 Stash

This scene is described as part of **Maghana's Tent** (above).

A **crate** sits here:

Maghana's Crate

3" thick; **Hardness** 4; **hp** 20;
Break DC 18; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 23

Maghana's Crate

rations, trail (**75x**, **375 sp** total value)

Atop the crate is a **locked chest**:

Maghana's Chest

5" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 26

5" thick; **Hardness** 5; **hp** 40;
Break DC 26; **Disable Device** DC 28

5" thick; **Hardness** 5; **hp** 40;
Break DC 28; **Disable Device** DC 30

Maghana's Chest

masterwork mace; masterwork padded armor; 89 gp

***+1 icy mace*; *+1 padded armor*; 182 gp**

***+1 icy mace*; *+2 padded armor*; 301 gp**

***+2 icy burst mace*; *+3 padded armor*; 611 gp**

Next to the chest are some **bags**:

Maghana's Bags

coffee, common (**20 lbs**, **40 cp** total value)

BEA-CZ2-11: Woodpile

To the west of the bottom row of tents is a woodpile, a waist-high assortment of all manner of branches, twigs, and more formidable lumber pieces.

Although many may suspect critters hiding underneath, there is nothing of note here other than worms and beetles.

BEA-CZ2-12: Caskpile

A dozen barrels are stacked here, seemingly belonging to all nearby citizens.

The huge assortment of **barrels** to the southeast are well-constructed, and contain emergency provisions of a sort:

Caskpile

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

Caskpile Cask (7x)

mead (**40 lbs**, **10 gp** total value)

BEA-CZ2-13: Foodstash

This area contains crates and a chest.

Two **exterior crates** are sealed:

Foodstash Crates

3" thick; **Hardness** 4; **hp** 20;
Break DC 18; **Disable Device** DC 15

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 21

Foodstash Crate (2x)

rations, trail (**80x**, **400 sp** total value)

Atop the small crates is a **chest**, which is locked:

Foodstash Chest

3" thick; **Hardness** 3; **hp** 20;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 20;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 20;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 20;
Break DC 24; **Disable Device** DC 24

Foodstash Chest

preserved good meal (**80x**, **400 sp** total value)

Preserved Good Meal

Value 8 sp; **Weight** 2 lb.; **Materials** food; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Even the frugal gourmet on-the-go has certain tastes. And now, for the right price, these needs can be amply accommodated!

This is a two- or three-course, good-quality meal in all ways, and tastes very good. Through preparation techniques such as salting, and picking raw components that are natural better-preserved than ordinary choices, you may treat this as a normal **good meal**, but it may be packed and taken along in one's travels. **Preserved good meals** stay fresh for up to **2 months** without spoilage.

Construction Requirements one **good meal** (or at least **5 sp** total value in equivalent raw ingredients), stove, at least 6 ranks in **Profession (Cook)**; **Cost** 5 sp (for the **good meal** or ingredients)

Map 30: General Store Tent (BEA-GST)

One square equals 5 ft.

BEA-GST: General Store Tent

Please refer to page 793 for a GM-redacted copy of this map.

Come In, Come In

Welby Goodbarrel (p 586)is nearly always (**85%** chance) in attendance here, selling and smooching.

Like him or hate him, he's the only game in town when it comes to certain provisions and needs. As a result, citizens will be here at all times of day, either browsing or out of a more vital necessity.

3d4-2 Townsfolk (p 622) and **1d4 Key NPCs** will be present at all times of day.

For Sale

Welby has pretty much everything for sale.

Note that most prices are inflated as a result of a combination of the supply and demand desperation of the ***Berinncorte Basecamp*** environment, and of course the merchant's innate greed.

If the party wishes to shop, they need merely approach **Welby**.

The GM is encouraged to restrict availability based on the context of the campaign setting into which this adventure might be inserted. Otherwise, the PCs may purchase anything from the **Adventuring Gear** section of the **Core Rulebook**, with the following twist on prices introduced *after* a PC has made her desire clear:

Table 23: General Store Price Adjustments

D6	Price Adjustment	Description
1-2	+35%	"Hard to get that one in stock, so it is."
3-4	+20%	"Ah, that's a useful item."
5-6	+5%	-
7	-10%	"Not much ask for this item, around here. I'd be glad to be rid of it."

BEA-GST-1: Entrance

Two large rugs greet you as you step toward the fuly open side of the tent. Tables are arrayed neatly in rows, with wares displayed. To either side of the entrance is a potted plant.

Welby himself will attempt to greet any visitors to his shop, particularly those he hasn't met before.

Outside the entrance, at all times of day, there will be 2 **Militia** guards (p 598) standing watch. Although the store is a private enterprise, the Mayor recognizes the value of having provisions available to the populace, and these guards are a means of keeping the peace and protecting this source of stability.

BEA-GST-2: Weapons Tables

An array of gauntlets, swords, bows, and other weaponry is scattered here. It all appears to be mundane, but well-crafted.

Nothing magical on display; at the GM's discretion, it's possible to have a few magical items available for purchase, but these would most certainly not be laying about for anyone to see.

BEA-GST-3: Clothing and Gems Table

Bolts of silk, jeweled containers, and common gems are arrayed on this table.

The wares displayed here are common, mundane, and not particularly valuable.

BEA-GST-4: Salesfloor

Items are arrayed on top and underneath several stout tables.

Loitering for very long draws **Welby's** attention; he's all too keenly aware of the value of his stock, and the propensity for the desperate to steal.

Anyone spending more than a minute or two in a certain section will be approached and asked if they need any help or need any recommendations.

Those insisting to stick around without a purchase will be led off the premises by the **Guards** mentioned earlier, at a command from the zealous and paranoid proprietor.

BEA-GST-5: Special Items Section

To the rear of the main store is a section with nicely-wrought items.

To the east is a thick, velvet curtain leading to an adjoining tent.

Out of simplicity, this section can be considered to contain **masterwork** versions of most common items in the rulebook.

Prices for such wares will be **+50%** more expensive than normal value.

BEA-GST-6: Exclusive Customer Section

Past the curtain is another, more spacious tent.

An octagonal tent is in the east, ringed with chairs. Against the far eastern wall is an array of sacks.

Two tables sit at the northwest and southwest; the former has a chest on top of it and the latter has a pile of equipment.

Next to the southwestern table is a wooden chest.

Access to this area is by invitation only, by **Welby** personally, and then only on the assumption that a customer wants something a bit more expensive than is on offer outside.

Once here, Welby never strays from who he brings back with him, and will escort them out just as soon as they have concluded business.

The chest to the northwest is locked:

Exclusive Northern Chest

4" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 24

4" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 26

4" thick; **Hardness** 5; **hp** 40;
Break DC 26; **Disable Device** DC 28

4" thick; **Hardness** 5; **hp** 40;
Break DC 28; **Disable Device** DC 30

Exclusive Northern Chest

+1 light steel shield; +1 shortbow; +1 shortsword

+2 light steel shield; +1 shortbow; +2 shortsword

+2 light steel shield; +2 shortbow; +2 shortsword

+3 light steel shield; +2 shortbow; +3 shortsword

The **chest** to the southwest is similarly locked:

Exclusive Southern Chest

3" thick; **Hardness** 4; **hp** 30;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 30;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 30;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 4; **hp** 30;
Break DC 26; **Disable Device** DC 28

Exclusive Southern Chest

43 pp; 138 gp; emerald-studded gold bracelet (412 gp)

67 pp; 301 gp; emerald-studded gold bracelet (671 gp)

81 pp; 429 gp; emerald-studded gold bracelet (819 gp)

119 pp; 611 gp; emerald-studded gold bracelet (1,098 gp)

The **bags** against the eastern wall collectively amount to the following treasure:

Exclusive Bag Assortment

caviar (**10x**, **500 gp** total value); **honey vials** (**20x**, **1 gp** apiece); **maple syrup vials** (**15x**, **1 gp** apiece)

Finally, the southwestern table holds a **pile of treasure** that is neither locked nor trapped:

Exclusive Southwest Pile

***+1 longsword*; jeweled perfume bottle (81 gp); 78 gp**

***+1 longsword*; jeweled perfume bottle (142 gp); 165 gp**

***+2 corrosive longsword*; jeweled perfume bottle (201 gp); 281 gp**

***+3 corrosive longsword*; jeweled perfume bottle (346 gp); 401 gp**

BEA-GST-7: Waterstash

Four barrels stand here next to a potted plant; three are open.

Each of these **barrels** contains an ample supply of potable **water**.

The southernmost barrel is sealed:

Waterstash Barrel

3" thick; **Hardness** 4; **hp** 25;
Break DC 18; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 24; **Disable Device** DC 22

BEA-GST-8: Caskstash

Two stacks of casks surround the southeastern corner of the tent: one with large barrels on their side, and one with small barrels upright.

All barrels are sealed in similar manner:

Caskstash Barrel (9x)

3" thick; **Hardness** 4; **hp** 25;
Break DC 17; **Disable Device** DC 16

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 22

The **large barrels** on their side are **ale** barrels:

Caskstash Large Ale Barrel (6x)

ale (**80 lbs**, **20 cp** total value)

The **three smaller barrels** that are upright contain **mead**:

Caskstash Small Mead Barrel (3x)

mead (**40 lbs**, **10 gp** total value)

Map 31: Zugul Tent (BEA-LNT)

One square equals 5 ft.

BEA-LNT: Zugul Tent

Please refer to page 794 for a GM-redacted copy of this map.

Religion and Chaos

A wise scholar once observed that the only enterprises well-served by armed conflict are blacksmiths, gravediggers, and religions.

They say there are no atheists in foxholes. Although there are no grim trenches outside the embattled city of **Berinncorte**, the concept certainly matches the mood.

Hunkered down, constantly anticipating attack and threats, and an aura of gloom and pain: these are the conditions outside the once-bright city.

In such conditions, citizens under siege turn to religion more than ever. In the makeshift wake of the fall of the city, the **Zugul** (p 27) faithful have forged a new place of worship.

Societal Impact

The **Obelisk** introduced pure chaos into the city of **Berinncorte**.

So it's only natural that the citizenry seek a force for order, embracing the stability of law and the promise of possible peace such forces offer.

Out of a sense of need for law, **4d6 Townsfolk** will congregate inside at any given time of day.

They come from all walks of life, though **2d4** of the attendees will be **Berinncorte Militia** (p 598).

2d4 further people will be named NPCs, even if their alignment or normal predilictions would typically prevent them from attending.

Cleric Maghana (p 472) has a **70%** chance of being here at all times of day.

Zugul Bedchambers

Note that although this structure contains many beds and even a private sleeping area, **Maghana** herself does not live here.

The beds in the three adjoining tent chambers are for **Zugul Church Acolytes** (p 631), **1d4** of which live here at any given time.

Of note, the chamber to the **southwest** is the nicest, and therefore reserved for visiting dignitaries or other important folk. Though a nice idea, in practice, even the nicest makeshift tent is still a makeshift tent, and dignitaries of any stature are loathe to make an extended stay to a city area besieged by chaos and evil.

BEA-LNT-1: Entrance

Tables sit at either side of the entrance; candelabrae are atop them.

At all times of day, there will be **2d4 Townsfolk** (p 622) gathered here by the entrance, in neatly-organized ranks.

Their self-assigned task is to welcome those entering the tent, and gree those leaving.

The staff here rotates; typically folk will stand out here for one sermon, and then rotate inside to be present for a second sermon, then leave.

The preference—not strictly enforced—is for those entering to leave their weapons on the tables, collecting them upon departure. One intended effect of the "guards" is to dissuade theft, though in truth few guards even try to memorize which gear goes with which parisioner.

If the PCs keep their weapons past this point, they might earn a side glance or stare, but little more.

As a result of this behavior, these tables will have the following treasure atop them, though any individual collecting more than one item will be stopped by the guards on the assumption that no normal citizen should need more than one weapon!

Zugul Entrance Tables

daggers (6x); shortswords (3x); longswords (2x)

BEA-LNT-2: Debris

As an unintentional counterpoint to the sense of order and law within the tent, immediately to the east is a pile of debris.

Although there's no shortage of rubble caused by the Obelisk Eruption, its presence here is curious, that none of the Zugul faithful have seen fit to clean it up.

In actuality, **Maghana** has decreed that the rubble should remain, as a constant reminder of the encroaching influence of chaos in the lives of even the most devout.

BEA-LNT-3: Worship Space

Benches sit in organized ranks before a pulpit to the south.

In the northern and eastern corners, small tables sit with only candles on top.

Curtainless apertures lead to adjoining tents to the southeast, southwest, and northwest.

If **Maghana** is present, she will be giving a sermon here from the pulpit.

Although she does try to rehearse ahead of time (as a good orderly priestess should), more often than not these days she will recite **Zugul** teachings from memory and then scan the crowd, assessing if there are questions in the eyes of the attendees.

BEA-LNT-4: Northwest Chambers

The northwestern tent contains two beds and two cabinets against the southwest wall.

Writing desks sit in the northwest and eastern corners.

The northeastern wall holds a wooden chest, a crate, and a water barrel.

The **water barrel** contains clear, fresh water.

The two **writing desks** are unlocked, and contain simple writing supplies:

Northwestern Writing Desk (2x)

inkpens (2x; **1 sp** apiece); **ink** (**2 jars**, **8 gp** apiece); **parchment** (**5 sheets**, **2 sp** apiece)

The two **cabinets** are similarly unprotected, and contain identical loot:

Northwestern Cabinet (2x)

traveler's outfits (2x, **1 gp** apiece); **cleric's vestments** (2x, Zugul, **5 gp** apiece); **leather boots** (2x, **3 sp** apiece)

The **wooden crate** is sealed, and requires force or skill to prize open:

Northwestern Crate

3" thick; **Hardness** 4; **hp** 20;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 4; **hp** 20;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 20;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 20;
Break DC 24; **Disable Device** DC 24

Northwestern Crate

rations, trail (**50**, **250 sp** total value)

The **chest** to the west of the crate is locked.

Northwestern Chest

3" thick; **Hardness** 4; **hp** 30;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 30;
Break DC 24; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 30;
Break DC 26; **Disable Device** DC 26

3" thick; **Hardness** 4; **hp** 30;
Break DC 28; **Disable Device** DC 28

As it is meant as secure temporary storage for whomever is visiting, its contents are somewhat disappointing left-behinds of the prior occupant:

Northwestern Chest

silver holy symbol (Zugul, 34 gp); ceremonial dagger (treat as *broken* for combat purposes); **19 sp; 51 cp**

silver holy symbol (Zugul, 112 gp); ceremonial dagger (treat as *broken* for combat purposes); **14 gp; 25 sp**

silver holy symbol (Zugul, 209 gp); ceremonial dagger (treat as *broken* for combat purposes); **3 pp; 13 gp**

silver holy symbol (Zugul, 502 gp); ceremonial dagger (treat as *broken* for combat purposes); **8 pp; 40 gp**

BEA-LNT-5: Southeastern Chambers

This room smells musty, as though consistently not in use for an extended period of time.

It contains two beds, two cabinets, two writing desks, a crate, a barrel of water, a wooden chest, and a comfortable-looking chair.

The **water barrel** contains clear, fresh water.

The two **writing desks** are unlocked, and contain simple writing supplies:

Southeastern Writing Desk (2x)

inkpen (**1 sp**); **ink** (**8 gp**); **parchment** (**8 sheets**, **2 sp** apiece)

The two **cabinets** are similarly unprotected, and contain identical loot:

Southeastern Cabinet (2x)

traveler's outfits (4x, **1 gp** apiece); **cleric's vestments** (4x, Zugul, **5 gp** apiece); **leather boots** (4x, **3 sp** apiece)

The **wooden crate** is sealed, and requires force or skill to prize open:

Southeastern Crate

3" thick; **Hardness** 4; **hp** 20;
Break DC 17; **Disable Device** DC 17

3" thick; **Hardness** 4; **hp** 20;
Break DC 19; **Disable Device** DC 19

3" thick; **Hardness** 4; **hp** 20;
Break DC 21; **Disable Device** DC 21

3" thick; **Hardness** 4; **hp** 20;
Break DC 23; **Disable Device** DC 23

Southeastern Crate

rations, trail (**65**, **325 sp** total value)

The **chest** to the southeast of the crate is locked.

Southeastern Chest

3" thick; **Hardness** 4; **hp** 25;
Break DC 19; **Disable Device** DC 20

3" thick; **Hardness** 4; **hp** 25;
Break DC 21; **Disable Device** DC 22

3" thick; **Hardness** 4; **hp** 25;
Break DC 23; **Disable Device** DC 24

3" thick; **Hardness** 4; **hp** 25;
Break DC 25; **Disable Device** DC 26

As it is meant as secure temporary storage for whomever is visiting, its contents are somewhat disappointing left-behinds of the prior occupant:

Southeastern Chest

arrows (14x)

dagger; padded armor (small); 3 sp; 18 cp

masterwork dagger; padded armor (small); 2 gp; 20 sp

***+1 dagger*; masterwork padded armor (small); 1 pp; 12 gp**

***+1 dagger*; *+1 padded armor (small);* 5 pp; 27 gp**

BEA-LNT-6: Southwestern Chambers

This most spacious of the three adjoining bedchambers remains somewhat plain and straightforward: a bed, writing desk, and cabinet comprise the furniture in the southwestern corner.

A privy and washbasin are to the east, just south of a small table and chairs.

A dressing desk and water barrel are located in the northwest region.

The **water barrel** contains clear, fresh water.

The **writing desk** has a single unlocked drawer, but contains merely writing supplies:

Southwestern Writing Des

inkpens (3x; **1 sp** apiece); **ink** (**3 jars**, **8 gp** apiece); **parchment** (**32 sheets**, **2 sp** apiece)

The single **cabinet** bears no lock, and holds mundane clothing:

Southeastern Cabinet (2x)

traveler's outfits (2x, **1 gp** apiece); **cleric's vestments** (3x, Zugul, **5 gp** apiece); **leather boots** (2x, **3 sp** apiece)

Map 32: Militia Tents (BEA-MT)

One square equals 5 ft.

BEA-MT: Militia Tents

Please refer to page 795 for a GM-redacted copy of this map.

Law and Order

This area is the busy heart of the only source of law and order in ***Berrincorte Basecamp***: the **Berinncorte Militia** (p 29).

Though their numbers may have been decimated during the Obelisk Eruption

Citizenry & Order

This region is an interesting mixture of attraction and avoidance for most citizens.

On the side of attraction, townsfolk are drawn here seeking justice, guards, or just simply out of a need for armed and competent companionship during a journey or simple task. For example, some folk may wish to be esorted to go shopping. Although this may seem an abuse of the **Militia's** role and authority, it's a welcome role for both parties, as it gives the citizens a sense of lawfulness and control, and it gives the **Militia** themselves something helpful to do that doesn't involve staring down a headless undead knight!

As a result of this strange scenario, at any given time of day. there will be **2d8 Townsfolk** here, comingled with **3d12 Militia** (p 598), with **2d6 Elite Militia** (p 603).

On the side of repulsion, citizens lacking a natural Lawful alignment may bristle at what they consider something increasingly approaching marshal law in the shanty town. That said, even the most naturally anarchistic of the populace recognize the necessary role of these fighters—none who turn down their aid when things get truly brutal.

Keeping the Peace

Any combat that occurs on this map will automatically summon reinforcements: within **4** rounds, **3d6 Militia** and **1d6 Elite Militia** will arrive on the scene. This is the only round of reinforcements that will intercede, however.

This applies regardless of the source of the combat, who started it, which parties are involved, whether one side has been entirely slain, etc.

Upon arriving, unless the situation is obvious and clear (e.g., the PCs are fighting monsters, in which case the arriving **Militia** will help them), the **Militia** will seek to stop hostilities before asking questions; after **2** rounds of verbal warnings, they will attack, but will stop fighting if the other combatants put down arms.

Duty Calls

Any of the tents with beds in them has a chance to have an occupant.

If the tent in question has a named NPC who sleeps there, "occupant" means that NPC; for tents without a key NPC, "occupant" means one Militia member for every bed that the tent contains.

Roll separately for each bed to determine the whereabouts of its occupant.

For beds without named NPCs, occupants are **80% Militia** and **20% Elite Militia**.

During **daylight** hours, there is a **20%** chance that an occupant is in a bed.

Chances improve during the **evening**: **65%** chance for each bed.

As with all other aspects of the setting, the GM should exercise her own judgment as to whether these results should simply be overruled on a case-by-case basis.

BEA-MT-1: Command Tent

The largest tent exudes authority and a makeshift regality.

All three beds are smartly made; an empty octagonal table in the center of the chamber serves as desk or temporary storage.

Two piles of sacks are against the northwestern and northeastern walls. A wooden chest sits near the northwestern pile; a small water barrel is against the wall enar the northeastern pile.

Militia Captain Tansden (p 550) resides here. It also serves as berth for up to 2 additional fighters; typically these spaces are reserved for those of esteem or prestige, or visitors who require shelter.

The **water barrel** contains clean, drinkable fresh water.

The **chest** is both trapped and locked, and contains the captain's personal effects and treasure:

Fingerslice Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 20; **Disable Device** DC 22

Effect Atk +3 melee (**1d6** slashing)

Perception DC 24; **Disable Device** DC 24

Effect Atk +6 melee (**2d4** slashing)

Perception DC 26; **Disable Device** DC 26

Effect Atk +9 melee (**2d6** slashing)

Perception DC 28; **Disable Device** DC 28

Effect Atk +12 melee (**2d8** slashing)

Tansden's Chest

4" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 22

4" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 24

4" thick; **Hardness** 5; **hp** 40; **Break** DC 26; **Disable Device** DC 26

4" thick; **Hardness** 5; **hp** 40; **Break** DC 28; **Disable Device** DC 28

Tansden's Chest

traveler's outfits (**2x**, **1 gp** apiece); **leather boots** (**2x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **3x**, **1 gp** apiece); **inkpen** (**1 sp**); **ink** (**8 gp**); **parchment** (**8 sheets**, **2 sp** apiece)

+1 chainmail; +1 longsword; **64 gp**

+2 half-plate; +2 longsword; **181 gp**

+2 field plate; +3 longsword; **319 gp**

+3 full plate; +4 longsword; **511 gp**

The two piles of **sacks** are of course unprotected, and contain travel supplies:

Tansden's Sacks

rations, trail (**34x**, **170 sp** total value)

BEA-MT-2: Dreadslime Pools

A bubbling, gurgling patch of acidic-looking goo sits here.

As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the fingernail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter.

It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

Treat **dreadslime patches** as a **trap**, with the following profile. Stepping into, or across, any square containing a **dreadslime patch** will automatically cause damage unless the **Acrobatics** check described below is passed.

A PC may attempt the **Acrobatics** check first, and thereafter the **Reflex** check, if the first check is failed.

Dreadslime Patch

Type Organic; **Trigger** Touch; **Reset** Automatic

Detecting a **dreadslime patch** is automatic under full light. Under darkened conditions, dreadslime grows darker, and is more challenging to detect. If encountered outside during full daylight hours, assume the PCs see the dreadslime; indoors, or at dusk or night, the **Perception** check above applies.

Perception DC 12 / automatic; **Disable Device** n/a

Effect 2d8 acid (**Reflex** DC 20 halves; **Acrobatics** DC 22 negates)

Perception DC 14 / automatic; **Disable Device** n/a

Effect 3d6 acid (**Reflex** DC 22 halves; **Acrobatics** DC 24 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 2d10 acid (**Reflex** DC 24 halves; **Acrobatics** DC 26 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 4d8 acid (**Reflex** DC 26 halves; **Acrobatics** DC 28 negates)

Within the context of this adventure, there is no solvent or other useful means of getting rid of a patch of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

BEA-MT-3: Tent A (General-Use)

This tent appears somewhat dirty and unkempt compared to others.

Two shabbily-made beds sit at opposite corners. A pile of large bags is in the southwest. In the northwest is a pile of small sacks, next to a water barrel and a wooden chest. More small sacks are to be found in the northeast.

A small wooden table with stools occupies the center of the chamber.

No specific soldiers lay claim to this tent.

The **water barrel** contains clean, drinkable fresh water.

The two piles of **sacks** are of course unprotected, and contain travel supplies:

Tent A Sacks

traveler's outfits (**2x**, **1 gp** apiece); **leather boots** (**2x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece) ; **rations, trail** (**12x**, **60 sp** total value)

The **large sacks** to the south contain foodstuffs:

Tent A Large Sacks

wheat (**40 lbs**, **40 cp** total value); **salt** (**30 lbs**, **150 gp** total value); **potatoes** (**20 lbs**, **40 cp** total value)

BEA-MT-4: Tent B (Ash's)

This tent contains two beds, a center table, a pile of large sacks to the south, two piles of smaller sacks to the northwest and northeast, and a water barrel to the west.

This is the residence of **Ash "Executioner"** (p 292).

The **water barrel** contains clean, drinkable fresh water.

The **chest** is typically locked, containing Ash's personal fortune and secret shame:

Ash's Chest

4" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 25

4" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 27

4" thick; **Hardness** 5; **hp** 40;
Break DC 26; **Disable Device** DC 29

4" thick; **Hardness** 5; **hp** 40;
Break DC 28; **Disable Device** DC 31

Ash's Chest

traveler's outfits (**3x**, **1 gp** apiece); **leather boots** (**4x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **inkpen** (**1 sp**); **ink** (**8 gp**); **parchment** (**4 sheets**, **2 sp** apiece); **darkserum vials** (**6x**)

+1 chain shirt; **22 gp**

+2 breastplate; **64 gp**

+2 agile breastplate; **170 gp**

+3 agile breastplate; **302 gp**

See page 129 for more details on **Darkserum**.

The two piles of **sacks** are of course unprotected, and contain travel supplies:

Ash's Sacks

rations, trail (**18x**, **90 sp** total value)

BEA-MT-5: Trash Heap

A subdued, yet still awful, scent emanates from this pile of refuse. It seems somewhat orderly, as though intended to be a compost heap; in actuality, it appears to have been used as a general-purpose repository for anything unwanted.

This area is as described.

No monsters hide within!

BEA-MT-6: Slag Rocks

The ground in these areas appears burned away, leaving only scorched rock in its wake.

Fire from falling fireballs, resulting from the **Obelisk Eruption**, has produced this effect.

There is no mechanical effect here other than to put the PCs on their toes.

The rock is somewhat warm to the touch, if the PCs venture to do so.

BEA-MT-7: Tent C (Debran's)

A single bed sits to the north of this tent. To its east is a wooden chest, two water barrels, and a third sealed barrel.

To the east is a pile of sacks, a circular table, and a sealed cask on its side.

Debran Ormrick (p 330) claims one of the rare solo tents. Its location proximate to the trash heap (see above) nearly guarantees him privacy.

The **water barrels** contains clean, drinkable fresh water.

The **chest**, containing Debran's stash of wealth, is both trapped and locked, as follows:

Pinprick Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 26; **Disable Device** DC 20

Effect Atk +6 melee (**1d4** piercing)

Perception DC 28; **Disable Device** DC 22

Effect Atk +10 melee (**2d4** piercing)

Perception DC 30; **Disable Device** DC 24

Effect Atk +14 melee (**2d8** piercing)

Perception DC 32; **Disable Device** DC 26

Effect Atk +18 melee (**3d10** piercing)

Debran's Chest

4" thick; **Hardness** 5; **hp** 40;
Break DC 22; **Disable Device** DC 24

4" thick; **Hardness** 5; **hp** 40;
Break DC 24; **Disable Device** DC 26

4" thick; **Hardness** 5; **hp** 40;
Break DC 26; **Disable Device** DC 28

4" thick; **Hardness** 5; **hp** 40;
Break DC 28; **Disable Device** DC 30

Debran's Chest

traveler's outfits (**3x**, **1 gp** apiece); **leather boots** (**3x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **inkpen** (**3x**; **1 sp** apiece); **ink** (**3 jars**; **8 gp** apiece); **parchment** (**18 sheets**, **2 sp** apiece); **crossbow bolts** (60x)

+1 breastplate; +1 light crossbow; **18 pp; pencil-cut tourmaline (398 gp)**

+1 agile breastplate; +2 light crossbow; **39 pp; pencil-cut tourmaline (811 gp)**

+2 agile breastplate; +3 light crossbow; **42 pp; pencil-cut tourmaline (1,400 gp)**

+3 agile breastplate; +3 light crossbow; **63 pp; pencil-cut tourmaline (2,300 gp)**

The **sacks** are of course unprotected, and contain travel supplies:

Debran's Sacks

rations, trail (**18x**, **90 sp** total value)

The **sealed barrel to the west** requires force or tool to open, and contains **ale**:

Debran's West Barrel

3" thick; **Hardness** 3; **hp** 30;
Break DC 18; **Disable Device** DC 17

3" thick; **Hardness** 3; **hp** 30;
Break DC 20; **Disable Device** DC 19

3" thick; **Hardness** 3; **hp** 30;
Break DC 22; **Disable Device** DC 21

3" thick; **Hardness** 3; **hp** 30;
Break DC 24; **Disable Device** DC 23

Debran's West Barrel

ale (**40 lbs**, **10 sp** total value)

Finally, the **sealed cask** to the southeast harbors a reserve of fine **whisky**:

Debran's East Cask

3" thick; **Hardness** 3; **hp** 30;
Break DC 20; **Disable Device** DC 17

3" thick; **Hardness** 3; **hp** 30;
Break DC 22; **Disable Device** DC 19

3" thick; **Hardness** 3; **hp** 30;
Break DC 24; **Disable Device** DC 21

3" thick; **Hardness** 3; **hp** 30;
Break DC 26; **Disable Device** DC 23

Debran's East Cask

whisky, fine (**35 lbs**, **200 gp** total value)

BEA-MT-8: Tent D

Two beds at haphazard angles occupy much of this space.

To the west is an assortment of bags next to a sealed barrel; to their north is a small table with stools.

To the north is a sealed barrel.

Finally, to the south of the eastern bed and just to the north of the entrance is a set of drawstring bags.

This tent is open to any **Militia** members who require its use, and is almost always occupied.

The **barrel** to the north is sealed:

Tent D North Barrel

3" thick; **Hardness** 3; **hp** 30;
Break DC 18; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 30;
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 30;
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 30;
Break DC 24; **Disable Device** DC 24

Tent D North Barrel

wine, common (**60 lbs**, **20 sp** total value)

The **barrel** to the west contains nicer fare:

Tent D West Barrel

3" thick; **Hardness** 3; **hp** 30;
Break DC 18; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 30;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 30;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 30;
Break DC 24; **Disable Device** DC 26

Tent D West Barrel

wine, fine (**45 lbs**, **300 gp** total value)

The **sacks** to the east and west collectively contain the following:

Tent D Sacks

traveler's outfits (**4x**, **1 gp** apiece); **leather boots** (**2x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **4x**, **1 gp** apiece); **rations, trail** (**20x**, **100 sp** total value)

BEA-MT-9: Woodpile

This large stack of wood chunks appears to have been hewn from several different kinds of trees and brush.

It's a strange location for this sort of thing, as there's no firepits or bonfires in the immediate vicinity.

This woodpile is the fruit of nervous, able-bodies hands: those **Militia** with nothing immediately to occupy their attention have taken to gathering, chopping, and stacking wood, against the communal need.

Militia members often take wood from here and bring it to the communal firepits to the north.

There is neither treasure nor threat to be found here, other than the bountiful fruits of idle goodwill.

BEA-MT-10: Tent E

The floor of this tent is stained a somewhat odd purple color, through no obvious cause.

Beds sit to the northeast and south. Small drawstring bags are clustered at the head of both beds.

A water barrel sits in the west, just south of a small table with stools nearby.

Although perhaps a bit foreboding, the purple is actually just from the surreptitious consumption of blackberries, a stash of which was enjoyed quickly and guiltily by one soldier last week who didn't want to share with his bunkmate and wolfed the fruit down before she arrived.

No specific soldiers call this tent home; it's free for any member's use.

The **water barrel** contains clean, drinkable fresh water.

The two piles of **sacks** are of course unprotected, and contain travel supplies:

Tent E Sacks

traveler's outfits (3x, **1 gp** apiece); **leather boots** (5x, **3 sp** apiece); **uniform** (Berinncorte Militia, **6x**, **1 gp** apiece) ; **rations, trail** (22x, **110 sp** total value)

BEA-MT-11: Tent F

In a common arrangement among Militia tents in this area, two beds each have an assortment of sacks nearby. A water barrel and a small circulsar wooden table with accompanying stools sits to the northwest.

Any soldier might lay their head here on a given day.

The **water barrel** contains clean, drinkable fresh water.

The two piles of **sacks** contain commonly-usable travel supplies for the soldiers:

Tent F Sacks

traveler's outfits (2x, **1 gp** apiece); **leather boots** (2x, **3 sp** apiece); **uniform** (Berinncorte Militia, 3x, **1 gp** apiece); **rations, trail** (17x, **85 sp** total value)

BEA-MT-12: Tent G

This comparatively tiny tent houses a single bed, a wooden chest, a small table, large sacks, a water barrel, and an assortment of sacks.

Any soldier might lay her head here on a given day.

The **water barrel** contains clean, drinkable fresh water.

The pile of small **sacks** contains common soldierly equipment:

Tent G Sacks

traveler's outfit (1 gp); **leather boots** (2x, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **rations, trail** (8x, **40 sp** total value)

The **large bags** to the south contain an emergency food supply:

Tent G Large Sacks

flour (**35 lbs**, **70 cp** total value); **sugar** (**5 lbs**, **25 cp** total value); **potatoes** (**30 lbs**, **60 cp** total value)

The **wooden chest** to the northeast is locked, but disappointingly contains almost nothing: a former occupant lost the key when testing it out before they could store their valuables!

Tent G Chest

3" thick; **Hardness** 3; **hp** 25; **Break** DC 20; **Disable Device** DC 19

3" thick; **Hardness** 3; **hp** 25; **Break** DC 22; **Disable Device** DC 21

3" thick; **Hardness** 3; **hp** 25; **Break** DC 24; **Disable Device** DC 23

3" thick; **Hardness** 3; **hp** 25; **Break** DC 26; **Disable Device** DC 25

Tent G Chest

6 cp

BEA-MT-13: Tent H

A tight squeeze with the tent to the south yields entry to this tent, which houses two beds, an assortment of bags, a water barrel, and a small table with stool.

This tent is home to whomever most recently had need of it in the **Militia**.

The **water barrel** contains clean, drinkable fresh water.

The two piles of small **sacks** are equipped with standard soldier clothing:

Tent H Sacks

traveler's outfit (1 gp); **leather boots** (2x, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **rations, trail** (8x, **40 sp** total value)

The **large bags** to the south contain an emergency food supply:

Tent H Large Sacks

flour (**35 lbs**, **70 cp** total value); **sugar** (**5 lbs**, **25 cp** total value); **potatoes** (**30 lbs**, **60 cp** total value)

BEA-MT-14: Tent I

This southeastern-most tent has two beds, a table, a water barrel, and assorted sacks.

There is no set owner of this tent.

The **water barrel** contains clean, drinkable fresh water.

The two piles of small **sacks** are equipped with standard soldier clothing:

Tent I Sacks

traveler's outfits (2x; **1 gp** apiece); **leather boots** (3x, **3 sp** apiece); **uniform** (Berinncorte Militia, **4x**, **1 gp** apiece); **rations, trail** (13x, **65 sp** total value)

BEA-MT-15: Barracks Entrance

At the eastern edge of the Basecamp's sole solid building is a formidable set of iron-banded wooden doors.

The building itself is single-story, with a thatched roof and stone walls. It appears to have been assembled in a hurry, but seems solid and robust enough for its purpose.

The doors are typically locked at all times; every **Militia** member has a key, however.

Barracks Entrance Doors

5" thick; **Hardness** 3; **hp** 50;
Break DC 24; **Disable Device** DC 24

5" thick; **Hardness** 3; **hp** 50;
Break DC 26; **Disable Device** DC 26

5" thick; **Hardness** 3; **hp** 50;
Break DC 28; **Disable Device** DC 28

5" thick; **Hardness** 3; **hp** 50;
Break DC 30; **Disable Device** DC 30

These doors are guarded around the clock by two **Elite Militia** (p 603), who will stop anyone approaching the doors without a **Militia** uniform.

The easiest way past these doors is to steal a uniform for each PC, pickpocket a key or loot a **Militia's** corpse, and saunter forward as though it were natural to do so.

There's so much turnover in the ranks that the guards here don't know every Militia member by sight, so they will simply assume that these are new recruits.

At the GM's discretion, PCs with overwhelmingly unique features may be stopped regardless of how convincing their saunter is.

BEA-MT-16: Dining Hall

A long room here runs nearly the entire width of the building. An enormous table is ringed with chairs and stools of all sorts.

Atop the table is an assortment of cutlery and food remnants.

To the northeast is a simple wooden door. Double doors lead outside to the east. To the west is a set of simple wooden push doors.

There's a **40%** chance that **2d4 Militia** and **1d4-1** (minimum 0) **Elite Militia** will be present here; otherwise, this room is empty.

Militia typically bring their own fare here to consume, as there is no cook on the premises.

Treat the assortment of eating devices and leftover food on the table as the following:

Barracks Dining Hall Table

daggers (5x); rations, trail (6x, **30 sp** total value)

The **doors to the west** lead to the **Officer's Mess** (see below) and are unlocked.

To the northeast, the door that leads to the **Bunks** is typically unlocked during the daytime, but always locked after dusk; as with the main entrance, all **Militia** members have keys.

Barracks Bunk Entrance

3" thick; **Hardness** 3; **hp** 25;
Break DC 20; **Disable Device** DC 18

3" thick; **Hardness** 3; **hp** 25;
Break DC 22; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 25;
Break DC 24; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 25;
Break DC 26; **Disable Device** DC 24

BEA-MT-17: Bunks

Five small beds are arrayed here against the north wall. To the west is a large square table ringed with chairs and topped with a candle; to the east is a water barrel and a smaller circular table.

Between each set of beds is a small cabinet.

The **water barrel** contains greasy, though drinkable, water.

The four **cabinets** are unlocked, and each contain soldierly essentials:

Barracks Bunk Cabinet (4x)

traveler's outfits (2x; **1 gp** apiece); **leather boots** (2x, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **rations, trail** (4x, **20 sp** total value)

BEA-MT-18: Officer's Mess

This "L"-shaped room has a table full of weapons in the northwest, a rectangular table with chairs to teh southwest, and a pile of large sacks in the east.

To the north is a set of swinging double wooden doors leading east. To the southeast is a single, reinforced wooden door.

This room is used by officers, or those of senior rank, im-

portant visitors, or other important staff.

The weapons table is commonly used to hold weapons while dining.

Barracks Officer's Mess Weaponry Table

daggers (4x); longsword (2x); battleaxe; longbow; arrows (30x); light wooden shield; heavy crossbow (small)

BEA-MT-19: Secret Exit

Only read the *italicized* text below if the secret is discovered.

One part of the haphazard stonework appears a bit less haphazard than its neighbors. Prying with a dagger's edge, you're able to discern that it's actually a cunningly-devised wooden door, with stones glued to its surface to blend in.

This door is always locked, and blends in with the stone so well that it's tough to see. However, it can be discovered and activated from either inside or outside.

As the door relies upon stonework to hide itself, any PC with any ranks in an associated skill (or a racial or class feature, for example a Dwarf), gains a **+3 competence bonus** to spot the door. This bonus does not apply to breaking or unlocking it, however.

Barracks Secret Exit

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 22
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 24
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 26
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 28
Break DC 26; **Disable Device** DC 28

BEA-MT-20: Lookout Secret Entrance

Only read the *italicized* text below if the secret is discovered.

A patch of the stone that sits here shifts slightly as you press against it; it's revealed to be a secret door, wooden with a facade of scraped-on mica dust that blends well enough into its neighbors to avoid detection upon common glance.

The doorway is the only way in or out of the **Lookout**; at the GM's discretion, observant PCs who notice that there is no formal egress to the structure may simply observe from a distance to see how the staff rotates out; they will eventually notice use of the secret door. Noticing this grants a **+5** circumstance bonus to actually uncovering the door up-close.

Lookout Secret Exit

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 20
Break DC 20; **Disable Device** DC 20

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 22
Break DC 22; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 24
Break DC 24; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 25; **Perception** DC 26
Break DC 26; **Disable Device** DC 26

BEA-MT-21: Lookout Post

This circular chamber appears to be a lookout post. Chairs and stools are spaced at various places so as to provide comfortable viewing through the many barred windows in the stone.

A water barrel sits to the south. A circular table is next to it, bearing a quiver.

To the north are two tables with weaponry and candles.

At all times, there's a 75% chance that **1d6-3 Militia** (minimum 0) are here, watching and guarding.

The **water barrel** contains drinkable water.

The **quiver table** to the south contains an ordinary array of arrows:

Lookout Quiver Table

arrows (20x)

The two tables to the north contain an array of weaponry for emergencies:

Lookout North Weapon Tables

longbow; shortbow (small); arrows (40x); longsword; rapier (2x); small steel shield (small)

BEA-MT-22: Storage

This area smells a bit musty. Large sacks sit next to a potted plant in the northeast.

To the east, an iron-banded door leads further eastward.

The door is always locked; only **Tansden** has a key.

Barracks Commander's Entrance

3" thick; **Hardness** 3; **hp** 25;
Break DC 20; **Disable Device** DC 23

3" thick; **Hardness** 3; **hp** 25;
Break DC 22; **Disable Device** DC 25

3" thick; **Hardness** 3; **hp** 25;
Break DC 24; **Disable Device** DC 27

3" thick; **Hardness** 3; **hp** 25;
Break DC 26; **Disable Device** DC 29

BEA-MT-23: Commander's Quarters

These nice and large quarters smell quite musty; everything is coated in a fine dust and the bed appears to not have been used in some weeks.

There is a writing desk and chair in the northwest, just next to the door.

In the center of the room, against the north wall, is a small table and chairs.

The bed is in the southeast corner; a table is just north of it, and to the west of that table is a cabinet.

At the foot of the bed is a wooden chest.

These are supposed to be **Captain Tansden's** quarters, but he prefer to sleep outside in the tents, among the troops. As a result, these quarters go almost entirely unused; when a major visiting dignitary arrives, s/he might be given the room after a quick tidy-up.

Although many chalk this up to Tansden's desire to keep morale high, and he is almost universally praised for the "common man" association, in truth, it's because Tansden is somewhat terrified of sleeping in such a place of obvious importance so as to paint a target on his head. He much prefers to seem among the people.

The chest at the foot of the bed is locked; Tansden keeps the only key, but it is typically empty:

Barracks Commander's Chest

3" thick; **Hardness** 3; **hp** 25;
Break DC 20; **Disable Device** DC 22

3" thick; **Hardness** 3; **hp** 25;
Break DC 22; **Disable Device** DC 24

3" thick; **Hardness** 3; **hp** 25;
Break DC 24; **Disable Device** DC 26

3" thick; **Hardness** 3; **hp** 25;
Break DC 26; **Disable Device** DC 28

The cavinet to the northeast contains soldier supplies

Barracks Bunk Cabinet (4x)

traveler's outfits (**2x**; **1 gp** apiece); **leather boots** (**2x**, **3 sp** apiece); **uniform** (Berinncorte Militia, **2x**, **1 gp** apiece); **rations, trail** (**4x**, **20 sp** total value)

Map 33: River Spew (BEA-RVR)

One square equals 5 ft.

BEA-RVR: River Spew

Please refer to page 796 for a GM-redacted copy of this map.

Ew, Gross

This area is not intended for typical PC use. It's the runoff, the spill, from the city's river that under normal circumstances the party shuld have zero reason to investigate.

That said, enterprising or completionist PCs may tread here, particularly those who are seeking entry to the city in a campaign where re-entry has been banned following the events of the **Obelisk Eruption**.

Roll twice as often for **Random Encounters** in this area.

BEA-RVR-1: Berinncorte River

The river that cuts through the city at a diagonal exits here. It's unclear what may be causing it, but the river flows quite swiftly here, from north to south.

The GM is encouraged to invent creative reasons why swimming upstream through this area is not possible.

Stubborn PCs with sufficient skill may be granted entry, only to discover a Random Encounter of major challenge awaiting them.

One final option is to simply allow the PCs to do whatever they like; particularly if you're employign the **Open Berinncorte** campaign option, it shouldn't matter ultimately wheether the party gains re-entry via this means.

BEA-RVR-2: Dreadslime Pools

A bubbling, gurgling patch of acidic-looking goo sits here.

As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the fingernail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter.

It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

Treat **dreadslime patches** as a **trap**, with the following profile. Stepping into, or across, any square containing a **dreadslime patch** will automatically cause damage unless the **Acrobatics** check described below is passed.

A PC may attempt the **Acrobatics** check first, and thereafter the **Reflex** check, if the first check is failed.

Dreadslime Patch

Type Organic; **Trigger** Touch; **Reset** Automatic

Detecting a **dreadslime patch** is automatic under full light. Under darkened conditions, dreadslime grows darker, and is more challenging to detect. If encountered outside during full daylight hours, assume the PCs see the dreadslime; indoors, or at dusk or night, the **Perception** check above applies.

Perception DC 12 / automatic; **Disable Device** n/a

Effect 2d8 acid (**Reflex** DC 20 halves; **Acrobatics** DC 22 negates)

Perception DC 14 / automatic; **Disable Device** n/a

Effect 3d6 acid (**Reflex** DC 22 halves; **Acrobatics** DC 24 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 2d10 acid (**Reflex** DC 24 halves; **Acrobatics** DC 26 negates)

Perception DC 16 / automatic; **Disable Device** n/a

Effect 4d8 acid (**Reflex** DC 26 halves; **Acrobatics** DC 28 negates)

Within the context of this adventure, there is no solvent or other useful means of getting rid of a patch of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

BEA-RVR-3: Debris Spew

Rocks, rubble, and other debris appears to have been brought downstream by the river. The trash litters the lake formed by the spill.

These are pieces of the city that have been dislodged from the destruction.

Other than being an eyesore, they pose no other real threat, other than imposing a **-4** circumstance penalty on any **Swim** checks performed in the lake.

BEA-RVR-4: Brick Rubble Pile

A huge pile of bricks rests here, eight feet tall at its zenith. The bricks appear uniform in color; however, a closer inspection reveals that they are of all shapes and sizes, stained a common hue by fire and dust.

Citizens, mainly **Militia**, have taken it upon themselves to form this pile; whenever they come across a brick from the buildings of the city, they take it here.

Some view it as a monument, or memorial, to the city they inhabited; others feel it's a good way of stockpiling useful building materials against the possibility of rebuilding once the immediate threat of the **Obelisk** is somehow resolved.

This pile is otherwise precisely as described.

BEA-RVR-5: Debris

Rocks, wood, and other wreckage sits scattered here, alongside a rend in the earth that reveals torn and blackened stone.

To the north, there is a corresponding part of the city wall that appears to have been burnt and partially destroyed.

A rather significant fireball explosion hit rendered the upper portion of the city wall here destroyed, and resulted in the

wreckage described. There is no threat nor treasure to be found here.

Part 3:
Dramatis Personae & Bestiary

Introduction

Mostly Dead

It should be noted that many of the characters described in this section perished in the events of the **Obelisk Eruption** in the ***Dark Obelisk 1*** adventure.

Their presence here, in a book that largely describes the aftermath of those events, and therefore the context in which these characters are deceased, is intentional, for a number of reasons, not least of which being that ***Berinncorte Basecamp*** is also intended as a resource to be used during that adventure, prior to the **Eruption**.

Another reason to include them is as a resource for GMs who simply want to mine this book as a setting for their own adventures, omitting the ***Dark Obelisk*** storyline entirely.

Crunch and Fluff

"**Crunch**" is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such "softer" yet still important game elements are often referred to as "**fluff**".

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC's character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it's necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, *and* a great deal of **fluff**.

Some may consider this overkill, and it's likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That's exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature's **fluff** uses language assuming that you are playing the ✕ **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a *+3 corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

Beneath this header is the **subheading**, which shows the **Challenge Rating** of the creature, and the **Experience Points** to be awarded if they are defeated. Note that in the context of **quadded stat blocks**, the CR/XP values shown here are taken from the ✕ **Low** difficulty version of the creature.

It's worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: "will fight the PCs on sight, and will fight to the death" is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as "will focus on melee opponents first, and then move on to ranged enemies". Complex enemies may have a round-by-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Description

All NPCs have some description here, conveying a general sense of the character. Monsters might have a physical description, or a walk-through of how they emerge to face the party when discovered.

Appearance

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

Factions

Nearly all NPCs belong, at least casually, to one or more **factions**. Which factions, and the extent of their membership and involvement, are mentioned in this section.

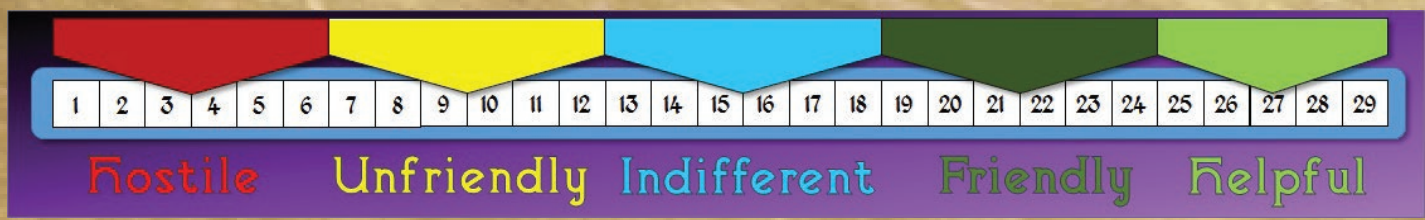
Attitude Tracker

This section is meant to help track the NPC's current **Attitude** toward the party. **Pathfinder** uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation.

As with other elements of this adventure, the GM is encouraged to use this approach to tracking NPC **Attitude** only if it is desired; of course the GM may use alternate approaches, house rules, or other rule systems to manage how NPCs view the party.

An example of an **Attitude Tracker** is shown below. The GM is encouraged to use pencil to mark the current and changing **Attitude** of each NPC as the game progresses.

Note that some quests, conversation topics, plot activities, and actions rely on a given NPC having a certain **Attitude** toward the party, so it can be helpful to have some way of managing



the many different characters the PCs might encounter in their journey through **Berinncorte**.

Using the Attitude Tracker

Attitude is measured on a **29**-point scale: **1** is the worst possible feeling an NPC can have toward the party, and **29** is the most favorable. This is referred to as an NPC's **Attitude Value**.

The five **Attitude** classifications defined in the **Pathfinder Roleplaying Game** correspond to roughly 6-point "blocks" of these values. Specifically, **Attitude Values** between **1-6** represent a **Hostile** character, values between **7-12** mean the NPC is **Unfriendly**, **Indifferent** characters have **Attitude Values** between **19** and **24**, and any value of **25** or above means the character is **Helpful** toward the party. This is the NPC's **Attitude** overall.

Each NPC has a **"Starting Attitude"**, and the for example, "14 (Indifferent)". When the adventure begins, and with no other considerations or complicating factors, this is the NPC's initial perspective on the party.

Attitude Modifiers

Beneath "Starting Attitude" can be one or more **Attitude Modifiers**. Each describes a scenario, and the effect it has on that NPC's **Attitude Value**.

Attitude Modifiers can be pre-existing, unchangeable things, such as *"Party Contains at Least One Elf"*. These Modifiers should be taken into consideration as soon as the party see the NPC, or even during pre-game setup by the GM.

Some are action-based: for example, *"Party Engages in Conversation: +2"*; in that scenario, the moment the party approaches the NPC and greets her, that NPC's **Attitude** increases by **2** points. Action-based **Attitude Modifiers** only have an effect once; in the example above, if the party approaches the NPC the next day and speaks with her, there is no further effect to her **Attitude**.

An NPC may have repeatable action-based **Attitude Modifiers**; these may take effect multiple times, and are usually phrased to make this obvious. For example: *"Each Time the Party Slays a Giant Rat on the Property: +1"*.

Others have **maximum effect caps**. In the example *"Making a Purchase (+1 per 50 gp spent, max 5)"*, the NPC in question will grow more fond of the party the more they buy... but this caps out at **+5** for **250 gp** spent. The party is of course welcome to spend more money than that, but it will have no further effect in terms of the NPC's **Attitude**.

Attitude Modifiers that cause an NPC's **Attitude** to shift to the range for a different classification take immediate effect as it applies to **Diplomacy** rolls and the like. For example, if an NPC's **Attitude Value** is **18** (Indifferent), and speaking with her grants **+1**, this would bump her up from **Indifferent** to **Friendly**. So, starting a chat with her means the ensuing conversation would take place with her being **Friendly**.

Modifiers that would take an NPC's **Attitude Value** above **29**, or below **1**, have no effect.

Quadded Stat Blocks

Below **factions** is the list of quadded stat blocks. Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—"hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like" doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Table 24: Dramatis Personae Summary

Name	Page	Profession	Location	Align	Class	Race	Sex*
Amadan	p 466	Militia Armsmaster	Garrison / Barracks	LN	Fighter 2 / Rogue 1	Half-Elf	F*
Aramil Xiloscient	p 279	Apothecary	Apothecary	CE	Alchemist 4	Half-Elf	M
Arbelladon Moonside	p 286	Fortune Teller	Town Square	TN	Druid 2	Elf	F
Dimblegruffe	p 342	Blacksmith	Blacksmith's Hut	CG	Fighter 2	Dwarf	F
Ash "Executioner"	p 292	Militia Trainer	Garrison / Barracks	CN	Fighter 1 / Barbarian 1	Dwarf	M
Biggen Gurble	p 298	Reader	Library	CN	Expert 2 / Rogue 2	Halfling	M
Brock Runnaheim	p 304	Stablemaster	Fishery / Stables	CG	Rogue 2 / Expert 3	Dwarf	M
Cannock	p 310	High Priest	Zugul Church	LN	Rogue 1 / Cleric 4	Human	M
Caerthynna Tsornyl	p 315	Druid Merchant	Town Square	NG	Druid 2	Elf	F
Cora Brushgather	p 321	None	Leaky Cask Tavern	NG	Commoner 1	Halfling	F
Daratis	p 325	Seamstress	Textiles Shop	LG	Expert 2	Gnome	F
Debran Ormick	p 330	Militia Treasurer	Garrison / Barracks	CN	Enchanter 2/ Fighter 1	Tiefling	M
Denzys	p 337	Preacher	Sheergath Temple	CG	Cleric 4	Human	M
Dominika Symms	p 347	Mayor	Mayor's House	LN	Fighter 5 / Aristocrat 2	Human	F
Donur Gravelsmasher	p 353	Merchant Ranger	Town Square	LN	Ranger 2	Dwarf	M
Einkill Holderhek	p 359	Merchant / Mercenary	Leaky Cask Tavern	CN	Fighter 2	Dwarf	M
Elena Lomazonne	p 364	Merchant Princess	Zugul Church	CN	Aristocrat 3 / Paladin 1	Human	F
Elizavetta Burak	p 370	Prostitute	Town Square	NG	Illusionist 3	Human	
Esk	p 376	Innkeeper	Inn	CE	Summoner 2	Lizard-folk	M
Cherissur	p 381	Eidolon (Esk's)	Inn	CE	Eidolon 2	Eidolon	F
Farzith	p 384	Butcher's Apprentice	Butcher's Shop	NE	Warrior 1 / Commoner 1	Gnome	M
Ganyc	p 389	Butcher	Butcher's Shop	CN	Warrior 2	Human	M
Gorin Bakelight	p 394	Tribute Magister	Mayor's House	LN	Aristocrat 4	Human	M
Gumbrew	p 399	Fishmaster	Fishery / Stables	CN	Barbarian 2 / Expert 2	Half-Orc	M
Gunnloda Balderk	p 404	Librarian	Library	LN	Expert 6	Dwarf	F
Gurth	p 409	Cryptkeeper	Cryptkeeper's Shack	LN	Rogue 1	Gnome	M
Gyldor	p 414	None	Leaky Cask Tavern	LN	Ranger 5	Elf	M
Glyff	p 420	Animal Companion (Gyldor's)	None	TN	Animal Companion 4	Wolverine	M
Hueykins	p 423	Jester / Greeter	City Gates	CN	Bard 3	Human	M
Ines Borque	p 430	Merchant / Beast Raiser	Town Square	LG	Paladin 2	Half-Orc	F
Jozan	p 436	Bartender	Leaky Cask Tavern	TN	Rogue 1	Half-Orc	M

Name	Page	Profession	Location	Align	Class	Race	Sex*
Kayzark	p 441	Vendor	Leaky Cask Tavern	NG	Ranger 2	Half-Elf	M
Kerem Dogan	p 447	Merchant	Town Square	NE	Expert 2	Human	M
Larissa	p 451	Elder of Sheergath	Sheergath Temple	CN	Ranger 1 / Cleric 3	Half-Elf	F
Lingona	p 459	Bard	Leaky Cask Tavern	CN	Bard 3	Human	F
Maghana	p 472	Cleric of Zugul	Zugul Church	LG	Paladin / Expert 2	Human	F
Mardnab Scheppen	p 477	Maid	Inn	CN	Bard 1	Gnome	F
Oneib	p 483	Salesman / Security Guard	General Store	CG	Fighter 2 / Rogue 1	Human	M
Ota Kuiduru	p 489	Chief Clerk	Mayor's House	LN	Monk 3	Half-Elf	M
Otibus	p 495	Tanner / Bookkeeper	Textiles Shop	LN	Commoner 2	Dwarf	M
Ownka	p 499	Serving Wench / Cook	Leaky Cask Tavern	CN	Commoner 1	Half-Orc	F
Phadian Gess	p 503	Trickster / Thief	Leaky Cask Tavern	CN	Rogue 2	Half-Elf	M
Pilga	p 508	Landlord	Lower-Class Residential District	TN	Barbarian 2	Half-Orc	F
Rhirem	p 513	Mercenary Spellcaster	Leaky Cask Tavern	NE	Evoker 3	Human	M
Rona Stonehammer	p 520	Merchant Combat Trainer	Town Square	CN	Barbarian 2	Dwarf	F
Shakira Alam	p 525	Lock, Key, and Rope Merchant	Town Square	CN	Rogue 2 / Ranger 1	Halfling	F
Skutt Krundarr	p 531	Militia Vice Master	Garrison / Barracks	LN	Fighter 2	Dwarf	M
Sorille	p 537	Courier	Mayor's House	CG	Ranger 2	Elf	F
Stewy	p 543	Apprentice Fisherman	Fishery / Stables	LE	Expert 2	Human	M
Tansden	p 550	Militia Master	Garrison / Barracks	LG	Fighter 3	Human	M
Tarsheva Hornwood	p 556	Landlord	Upper-Class Residential District	LN	Expert 2	Half-Elf	F
Tudra Coppereye	p 565	Sage	Library	NG	Expert 4 / Oracle 2	Dwarf	F
Thrunne	p 561	Serving Wench	Leaky Cask Tavern	LE	Commoner 1	Half-Orc	F
Unglar	p 571	Guard	Sheergath Temple	CN	Barbarian 2 / Cleric 1	Half-Orc	M
Vanya Berezin	p 577	Food Merchant	Town Square	LE	Commoner 2	Human	M
Waywocket Ningel	p 581	Jeweler	Leaky Cask Tavern	TN	Expert 4	Gnome	M
Welby Goodbarrel	p 586	Merchant	General Store	CN	Expert 2	Halfling	M
Zook Beren	p 592	Brewer / Cook	Leaky Cask Tavern	LN	Commoner 1	Gnome	M

** Note that some NPCs may appear as other genders at first glance. Their true gender is shown in the table above.*

Known Spells

Creatures of some spellcasting classes may only know a certain number of spells at a time. For those classes, and only those classes, this section exists, and lists all of the spells from which the creature might draw. This is a useful section for GMs wishing to make changes to the **Prepared Spells** section.

For classes who could theoretically memorize every single spell in the world, this section is omitted.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Habits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Nighttime** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hour-by-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

In the Obelisk Attack

Not everyone makes it. All NPCs have this section, which indicates what happens to the character during the **Obelisk Eruption**. In the context of this adventure, this is critically important, as it's the core focus of the "main plot" of the story being told.

Conversation

Some NPCs have a lot to say; others, not so much. Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such "additional' dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Aramil Xiloscient (Apothecary)

CR 3; **XP** 800

Combat Tactics

Aramil will defend his secret laboratory (see below) to the death, for he knows full well that discovery would mean his death, or at best, life imprisonment by the authorities. Outside of that, however, he tries to live a secretive, simple life of transacting the business of a seemingly straightforward village apothecary, and as such will avoid armed conflict if he feels it's not absolutely necessary to defend his secrets.

Description

The town's apothecary hides a deep secret—experimentation on sentient life. Behind an illusory wall and secret door in the city's **Lower-Class Residential District**, he conducts his gruesome and macabre experiments on all manner of creature—particularly lost souls who run afoul of his trickery. Some vaguely moral part of him realizes it's a horrible, terrible thing he does... but he feels driven to do it, and justifies it by taking exceptionally detailed notes. Though he has yet to demonstrate or prove anything conclusive or useful, he believes wholeheartedly that his actions will ultimately be justified once he finds something truly remarkable via what others may simply view as torture and dissection.

Appearance

A half-elf he may be, but **Aramil** appears an amalgamation of sinister features from various races. His jawbone and facial structure seem reptilian, as though perhaps there is some lizardfolk in his family tree (there is, in fact, though Aramil himself is unaware of this as fact). His eyes are uncannily bright, vibrant, and soulful, giving a clear genetic tip of the hat to his elven mother. His insincere smile and gleaming teeth evoke the very essence of human deceit, and his physical frame and silhouette seem almost verminlike in shape and movement.

Factions

He will admit to being a **Liquid Guardian**, though most likely will not bring it up on his own.

Part of his secret is membership in the **Inner Circle** of the **Meatsmiths**; since he is obviously *not* a butcher, mere knowledge of this membership would be enough to raise eyebrows as to his true purpose.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 17; **XP** 102,400
Sex / Race	Male Half-Elf; CE Medium humanoid (elf, human)			
Class	Alchemist 4	Alchemist 8	Alchemist 12	Alchemist 18
Initiative	**+1**	**+1**	**+2**	**+2**
Senses	**Low-Light Vision**, **Perception** +6	**Low-Light Vision**, **Perception** +6	**Low-Light Vision**, **Perception** +6	**Low-Light Vision**, **Perception** +9
Defense				
Armor Class	**AC** 12, **touch** 11, **ff** 11 (+1 Dex, +1 padded armor)	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +2 *padded armor +1*)	**AC** 16, **touch** 12, **ff** 14 (+2 Dex, +4 *padded armor +3*)	**AC** 15, **touch** 12, **ff** 13 (+2 Dex, +3 *ghost touch padded armor +2*)
hp / HD	**25** (4d8)+4	**43** (8d8)+8	**61** (12d8)+12	**90** (18d8)+18

	Low	Moderate	Advanced	Elite
Saves	**Fort** +7, **Ref** +5, **Will** +7 +2 vs. enchantment spells and effects; +2 vs. poison	**Fort** +10, **Ref** +8, **Will** +9 +2 vs. enchantment spells and effects; +6 vs. poison	**Fort** +11, **Ref** +12, **Will** +10 +2 vs. enchantment spells and effects	**Fort** +14, **Ref** +15, **Will** +13 +2 vs. enchantment spells and effects
Defensive Abilities	-	-	Immune to poison	Immune to poison
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 30 ft.
Attacks	**Ranged** light crossbow +4 (1d8/19-20) or **Melee** dagger +1 (1d4-2/19-20) or **Ranged** dagger (thrown) +4 (1d4-2/19-20) or **Ranged** dart +4 (1d4-2) or **Ranged** bomb +5 (1d6+2)	**Ranged** light crossbow +7/+2 (1d8/19-20) or **Ranged** dart +7/+2 (1d4-2) or **Melee** +1 dagger +5/+0 (1d4-1/19-20) or **Ranged** +1 dagger (thrown) +8/+3 (1d4-1/19-20) or **Ranged** bomb +8/+3 (1d6+2)	**Ranged** *+1 corrosive light crossbow* +12/+7 (1d8+1 + 1d6 acid/19-20) **Ranged** dart +11/+6 (1d4-2) or **Melee** dagger +7/+2 (1d4-2/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4-2/19-20) or **Ranged** bomb +12/+7 (1d6+2)	**Ranged** *+2 corrosive light crossbow* +17/+12/+7 (1d8+2/19-20) or **Ranged** dart +15/+10/+5 (1d4-2) or **Melee** dagger +11/+6/+1 (1d4-2/19-20) or **Ranged** dagger (thrown) +15/+10/+5 (1d4-2/19-20) or **Ranged** bomb +16/+11/+6 (1d6+2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Smoke Bomb, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Precise Bombs, Smoke Bomb, Tanglefoot Bomb, Throw Anything
Prepared Spells	**Alchemist (CL 4th):** **2nd -** *blur* (DC 14), *invisibility* (DC 14) **1st -** *disguise self*, *identify*, *see alignment*, *shield*	**Alchemist (CL 8th):** **3rd -** *haste, tongues* **2nd -** *alchemical allocation, barkskin, blur, invisibility (2x)* **1st -** *disguise self, identify (2x), see alignment, shield*	**Alchemist (CL 12th):** **4th -** *fire shield, restoration, stoneskin* **3rd -** *fly , haste, remove disease, tongues* **2nd -** *aid, alchemical allocation, barkskin, blur, invisibility (2x)* **1st -** *disguise self, identify (2x), see alignment, shield, vocal alteration*	**Alchemist (CL 18th):** **5th -** *dust form, nightmare, polymorph, spell resistance* **4th -** *discern lies, fire shield, restoration, stoneskin, vitriolic mist* **3rd -** *fly, gaseous form, haste, remove disease, tongues* **2nd -** *aid, alchemical allocation, barkskin, blur, invisibility (2x)* **1st -** *disguise self, identify (2x), see alignment, shield, vocal alteration*
Statistics				
Ability Scores	**Str** 7, **Dex** 12, **Con** 13, **Int** 15, **Wis** 19, **Cha** 6	**Str** 7, **Dex** 13, **Con** 13, **Int** 15, **Wis** 19, **Cha** 6	**Str** 7, **Dex** 14, **Con** 13, **Int** 15, **Wis** 19, **Cha** 6	**Str** 7, **Dex** 14, **Con** 13, **Int** 15, **Wis** 20, **Cha** 6
Core Attack	**Base Atk** +3; **CMB** +1; **CMD** 12	**Base Atk** +6; **CMB** +4; **CMD** 15	**Base Atk** +9; **CMB** +7; **CMD** 19	**Base Atk** +13; **CMB** +11; **CMD** 23

	Low	Moderate	Advanced	Elite
Feats	Brew Potion, Great Fortitude, Iron Will, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Fortitude, Iron Will, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Alertness, Blind-Fight, Brew Potion, Extra Bombs, Fleet, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything
Skills	Acrobatics +1, Appraise +6, Bluff -1, Climb -2, Craft (Alchemy) +16, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +11, Intimidate -2, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (Nature) +9, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Motive +4, Sleight of Hand +5, Stealth +2, Survival +8, Swim -2	Acrobatics +1, Appraise +7, Artistry +2, Bluff +1, Climb -2, Craft (Alchemy) +18, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +14, Intimidate -2, Knowledge (Arcana) +11, Knowledge (Local) +6, Knowledge (Nature) +13, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Motive +4, Sleight of Hand +7, Stealth +4, Survival +11, Swim -5	Acrobatics -1, Appraise +8, Artistry +2, Bluff +3, Climb -5, Craft (Alchemy) +25, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +17, Intimidate -2, Knowledge (Arcana) +17, Knowledge (Local) +8, Knowledge (Nature) +17, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride -1, Sense Motive +4, Sleight of Hand +5, Stealth +4, Survival +15, Swim -5	Acrobatics -1, Appraise +10, Artistry +2, Bluff +5, Climb -5, Craft (Alchemy) +31, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +24, Intimidate -2, Knowledge (Arcana) +23, Knowledge (Local) +8, Knowledge (Nature) +23, Perception +9, Perform (Untrained) -2, Profession (Herbalist) +12, Ride -1, Sense Motive +7, Sleight of Hand +10, Stealth +7, Survival +20, Swim -5
Languages	Common, Abyssal, Elven, Giant			
Special Qualities	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Healing Touch, Instant Alchemy, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Persistent Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning
Treasure	padded armor; crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; light crossbow **75 gp**	*padded armor +1 (w/ luck save bonus +1)*; crossbow bolts (20); *dagger +1;* dagger (x4); dart (x5); formula book; bomb; light crossbow **180 gp**	*padded armor +3*; crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; *corrosive light crossbow +1* **615 gp**	*ghost touch padded armor +2*; crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; *corrosive light crossbow +2* **913 gp**
Magic				
Spells per Day	**Alchemist:** 0/4/2/0/0/0/0/0/0 **DC:** 13+spell level	**Alchemist:** 0/5/5/2/0/0/0/0/0 **DC:** 13+spell level	**Alchemist:** 0/6/6/4/3/0/0/0/0 **DC:** 13+spell level	**Alchemist:** 0/6/6/5/5/4/3/0/0 **DC:** 13+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

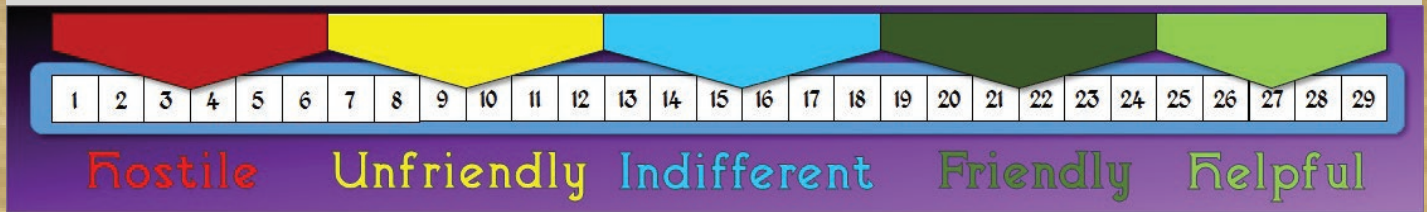


Table 25: Attitude Modifiers for Aramil Xiloscient

Name	Condition	Effect	Notes
Commerce	Make a purchase at the Apothecary's shop	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Confront him about his laboratory	**-10**	**-**
Conversation	Ask him about his ancestry	**-2**	**-**
Conversation	Engage him in conversation outside the context of buying supplies	**-1**	**-**
Extant	Party contains at least one Half-Elf	**+1**	No effect for 2 or more Half-Elves
Extant	Party contains at least one Elf	**+2**	No effect for 2 or more Elves
Conversation	Mention the book "Requiem for an Ailment"found in the Library	**+2**	-
Commerce	Try to give the "Requiem for an Ailment" book to Aramil	**+5**	Aramil will conclude this book to be of the Library, but will accept it anyway—after all, he didn't steal it!
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Acid Bomb When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gains a +18 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Blinding Bomb* (Su) When you create a bomb, you can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Bomb (Su) You can use 22 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+2 points of fire damage. Your bombs also inflict an additional 8d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile (Su) As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

Healing Touch (Ex) You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your spontaneous healing discovery to that creature; this counts toward your spontaneous healing limit for the day. Your daily limit for hit points healed by spontaneous healing increases to 5 times your alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you.

Immunity to Poison (Ex) You never take poison damage.

Instant Alchemy (Ex) You can create alchemical items with almost supernatural speed. You can create any alchemical item as a full-round action if you succeed at the Craft (Alchemy) check and have the appropriate resources at hand to fund the creation. You can apply poison to a weapon as an immediate action.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 180 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Persistent Mutagen (Su) The effects of your mutagens last for 18 hours.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Precise Bombs Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Smoke Bomb* When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level.

Spontaneous Healing (Ex) You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 90 hit points per day in this manner. If you fall unconscious because of hit point damage

and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Tanglefoot Bomb* (Su) A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the Core Rulebook). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Extra Bombs You can throw more bombs per day. You can throw two additional bombs per day. Special - You can gain Extra Bombs multiple times. Its effects stack.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Master Alchemist Your mastery of alchemy is nearly supernatural. You receive a +2 bonus on Craft (alchemy) checks, and you may create mundane alchemical items much more quickly than normal. When making poisons, you can create a number of doses equal to your Intelligence modifier (minimum 1) at one time. These additional doses do not increase the time required, but they do increase the raw material cost. In addition, whenever you make alchemical items or poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

Skill Focus (Craft (Alchemy)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Known Spells

1st - *Ant Haul, Detect Secret Doors, Detect Undead, Disguise Self, Identify, See Alignment, Shield, Stone Fist, True Strike, Vocal Alteration, Youthful Appearance*

2nd - *Ablative Barrier, Aid, Alchemical Allocation, Alter Self, Barkskin, Blood Transcription, Blur, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Darkvision, Invisibility, Levitate, Spider Climb, Undetectable Alignment*

3rd - *Amplify Elixir, Fly, Gaseous Form, Haste, Remove Blindness/ Deafness, Remove Curse, Remove Disease, Tongues, Undead Anatomy I, Water Breathing*

4th - *Discern Lies, Fire Shield, Restoration, Stoneskin, Touch of Slime, Vitriolic Mist*

5th - *Dust Form, Nightmare, Planar Adaptation, Polymorph, Spell Resistance, Stoneskin (Communal)*

6th - *Elemental Body III, Giant Form I, Heal, Mislead, Monstrous Physique IV, Plant Shape II, True Seeing, Wind Walk*

Habits and Logistics

During daylight hours, **Aramil** can be found in his **Apothecary Shop**.

At night, he will often spend a good deal of the evening in the **Lower-Class Residential District**, experimenting on unwilling subjects. For at least three hours each night, however, he will return to the **Apothecary Shop**, where he sleeps.

Background

Aramil makes no apologies for his sinister appearance; in fact, he welcomes it, and the reputation it enforces. Frequently he will decorate his shop in macabre fashion.

The alchemist will occasionally "forget" which potion should be sold to whom, and switches them around. Sometimes this is just for a laugh; other times, it's to revenge a perceived wrongdoing.

In the Obelisk Attack

He will claim, afterward, that he was hit by falling rock and knocked out.

In fact, however, he ran like the utter coward he is, ignoring pleas for help. While this is hardly the act of a good samaritan, it's particularly neglectful and selfish for an apothecary—who could actually help most of the people he ignored.

Although his **Chaotic Evil** leanings are very light, the attack causes them to grow in strength, as he feels the allure of the **Obelisk** and its call.

Conversation

What do you think of Berinncorte?

"It's a town, isn't it? Got people, and people need potions. So yeah, not a bad place, I guess. Speaking of needing potions, can I interest you in anything?"

Do you know anything about the strife between Zugul and Sheergath?

"I've heard, probably the same things you have, and I live here. Law nuts are worried the Chaos folks are going to go crazy and destroy the town; Chaos folks are worried the Law nuts are going to get the Mayor to make the city a police state. Nothing changes, though, so it's nothing to me either way. They're both loons, if you ask me; you gotta have balance if there's to be any sanity around here."

What do you think of the Mayor and the government?

"Don't really care. They stay out of my way, keep some law and order, sure, that's fine. Long as they don't try and tell me what I can and can't do, they're free to do whatever they like."

Tell me about being an apothecary.

"Some might say it's the work of the gods, taking power and putting it in a bottle. If you can cast it, it can go in a vial. Never know when you might need it to get you out of a tough situation. I've yet to meet the person who can survive without potions—in the *real* world, mind you; not the cushy city life most of the folk around here lead."

Do you do any... other sorts of work on the side?

"Not sure what you mean by that. Now, do you want a potion, or not? Stop wasting my time, strangers."

***Sense Motive** check opposed by **Aramil's** **Knowledge (Nature)** check:*

"Well, yes, it's true—some of the things around here aren't run-of-the-mill. Special-occasion, you see, for the odd request that comes in here and there. Hardly ever use the stuff... but it's wise to keep certain things on hand in case there's a need."

***Heal** check at **DC 18**:*

"Those? Oh, those are surgeon's tools, sure. Not really all that useful for making most potions, you understand, but sometimes, for some potions, you have to... extract components from dangerous sources. Teeth, poison glands, that sort of thing. Didn't know you were quite the healer."

Arbelladon Moonside (Fortune Teller))

CR 1; **XP** 400

Description

It would seem that **Berinncorte's** resident fortune-teller and mystic would compete for business with **Tudra Coppereye**, the sage in the **Library**, but in practice, there's little overlap of clientele between the two women. Customers trust the severe bizarreness of **Tudra**, and tend to consult her when they feel as though they **must**... but many will come instead to **Arbelladon** out of a desire for entertainment, when they **want** to gain wisdom and insight.

Appearance

Arbelladon cuts an odd figure: a silhouette which constantly changes, though from stance, a flux in clothing, or something more intentional, it's difficult to tell. She typically sheaths her entire body in various layers of multicolored scarves and wispy wraplike dresses; the combinations and draping give the impression of an iridescence of color, though her clothing is mundane in nature. She's hardly imposing, and quite slight in build and stature—but once a séance or reading session commences, her true mystical nature and power come to the fore, and one must reverse one's assessment of the otherwise unassuming druid.

Combat Tactics

The elven druid is not afraid to fight, though she views it as a last resort, and generally as a failure on the part of both parties involved to resolve things in other ways. She will try to keep her distance from melee, preferring to use spells and ranged weapons from afar as she yells to get the attention of **Townsfolk** and the **Militia** to intervene. In a severe or prolonged fight, she will call upon her fellow merchant druid **Caerthynna Tsornyl** for support.

Factions

Arbelladon is a member of the **Ever-Present Occulus**. In addition, she is strongly devoted to the druid sect to the north of **Berinncorte**, a region and faction which will be explored in more detail in future adventures in this **Adventure Path**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Elf; TN Medium humanoid (elf)			
Class	Druid 2	Druid 6	Druid 10	Druid 14
Initiative	+0	+0	+0	+0
Senses	**Perception** +10; **Low-Light Vision**	**Perception** +15; **Low-Light Vision**	**Perception** +24; **Low-Light Vision**	**Perception** +20; **Low-Light Vision**
Defense				
Armor Class	**AC** 11, **touch** 10, **ff** 11 (+1 padded armor)	**AC** 12, **touch** 11, **ff** 12 (+1 padded armor, +1 *amulet of insight +1*)	**AC** 17, **touch** 14, **ff** 17 (+3 *padded armor +2*, +1 *amulet of insight +1*, +3 *ring of luck +3*)	**AC** 20, **touch** 14, **ff** 20 (+6 *chain shirt +2*, +1 *amulet of insight +1*, +3 *ring of luck +3*)
hp / HD	**6** (2d8)-6	**14** (6d8)-18	**23** (10d8)-30	**29** (14d8)-42
Saves	**Fort** +0, **Ref** +0, **Will** +6 ; +2 vs. enchantment spells and effects	**Fort** +2, **Ref** +2, **Will** +9; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	**Fort** +4, **Ref** +3, **Will** +11; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	**Fort** +6, **Ref** +4, **Will** +16; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

	Low	Moderate	Advanced	Elite
Defensive Abilities	-	-	Master's Illusion	Master's Illusion
Offense				
Movement	**Speed** 30 ft.; **Woodland Stride**	**Speed** 30 ft.; **Woodland Stride**	**Speed** 30 ft.; **Woodland Stride**	**Speed** 20 ft.; **Woodland Stride**
Attacks	**Melee** dagger +0 (1d4-1/19-20) or **Ranged** dagger (thrown) +1 (1d4-1/19-20) or **Ranged** sling +1 (1d4-1)	**Ranged** sling +4 (1d4-1) or **Melee** masterwork dagger +4 (1d4-1/19-20) or **Ranged** masterwork dagger (thrown) +5 (1d4-1/19-20)	**Ranged** sling +7 (1d4-1) or **Melee** +2 *keen dagger* +8/+3 (1d4+1/17-20) or **Ranged** +2 *keen dagger* (thrown) +9/+4 (1d4+1/17-20)	**Ranged** sling +10 (1d4-1) or **Melee** +4 *flaming dagger* +13/+8 (1d4+3/19-20) or **Ranged** +4 *flaming dagger* (thrown) +14/+9 (1d4+3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Spontaneous Casting	Spontaneous Casting	Spontaneous Casting	Spontaneous Casting
Prepared Spells	**Druid (CL 2nd):** **1st** – *alter winds, cloak of shade, disguise self, faerie fire* **0th** – *flare, guidance, know direction, read magic*	**Druid (CL 6th):** **3rd** – *aqueous orb, dispel magic, nondetection, rain of frogs* **2nd** – *burning gaze, campfire wall, mirror image, lesser restoration, share language* **1st** – *alter winds, aspect of the falcon, cloak of shade, disguise self, faerie fire* **0th** – *flare, guidance, know direction, read magic*	**Druid (CL 10th):** **5th** – *awaken, cure critical wounds, false vision* **4th** – *ancestral memory, confusion, cure serious wounds, ice storm, scrying* **3rd** – *aqueous orb, dispel magic, nondetection, poison, rain of frogs* **2nd** – *burning gaze, campfire wall, hold animal, mirror image, lesser restoration, share language* **1st** – *alter winds, aspect of the falcon, blend, cloak of shade, disguise self, faerie fire* **0th** – *flare, guidance, know direction, read magic*	**Druid (CL 14th):** **7th** – *heal, project image, greater scrying* **6th** – *antilife shell, greater dispel magic, find the path, mislead* **5th** – *awaken, cure critical wounds, false vision, fire snake, reprobation* **4th** – *ancestral memory, confusion, cure serious wounds, ice storm, moonstruck, scrying* **3rd** – *aqueous orb, dispel magic, nondetection, poison, rain of frogs, water breathing* **2nd** – *burning gaze, campfire wall, hold animal, mirror image, lesser restoration, share language* **1st** – *alter winds, aspect of the falcon, blend, cloak of shade, disguise self, faerie fire, goodberry* **0th** – *flare, guidance, know direction, read magic*
Statistics				
Ability Scores	**Str** 8, **Dex** 11, **Con** 5, **Int** 12, **Wis** 17, **Cha** 16	**Str** 8, **Dex** 11, **Con** 5, **Int** 12, **Wis** 18, **Cha** 16	**Str** 8, **Dex** 11, **Con** 5, **Int** 12, **Wis** 19, **Cha** 16	**Str** 8, **Dex** 11, **Con** 5, **Int** 12, **Wis** 20, **Cha** 16
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 10	**Base Atk** +4; **CMB** +3; **CMD** 14	**Base Atk** +7; **CMB** +6; **CMD** 20	**Base Atk** +10; **CMB** +9; **CMD** 23
Feats	Fortune Teller (Crystal Frog)	Fortune Teller (Crystal Frog), Persuasive, Silent Spell	Alertness, Fortune Teller (Crystal Frog), Persuasive, Silent Spell, Uncanny Alertness	Acrobatic, Alertness, Fortune Teller (Crystal Frog), Iron Will, Persuasive, Silent Spell, Uncanny Alertness

	Low	Moderate	Advanced	Elite
Skills	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Heal +8, Intimidate +3, Knowledge (Geography) +6, Perception +10, Perform (Untrained) +3, Profession (Fortune-teller) +9, Sense Motive +3, Spellcraft +6, Survival +5, Swim -1	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +3, Heal +13, Intimidate +5, Knowledge (Geography) +10, Perception +15, Perform (Untrained) +3, Profession (Fortune-teller) +18, Sense Motive +4, Spellcraft +10, Survival +6, Swim -1	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +10, Heal +17, Intimidate +5, Knowledge (Geography) +14, Perception +24, Perform (Untrained) +3, Profession (Fortune-teller) +22, Sense Motive +7, Spellcraft +14, Survival +6, Swim -1	Acrobatics -1, Appraise +1, Bluff +3, Climb -4, Craft (Untrained) +1, Diplomacy +5, Disguise +14, Escape Artist -3, Fly -1, Heal +22, Intimidate +5, Knowledge (Geography) +18, Perception +29, Perform (Untrained) +3, Profession (Fortune-teller) +27, Ride -3, Sense Motive +8, Spellcraft +18, Stealth -3, Survival +7, Swim -4
Languages	Common, Druidic, Elven, Gnome			
Special Qualities	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Sudden Shift, Weapon Familiarity, Wild Empathy +5, Woodland Stride	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Weapon Familiarity, Wild Empathy +9, Wild Shape, Woodland Stride	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +13, Wild Shape, Woodland Stride	A Thousand Faces, Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +17, Wild Shape, Woodland Stride
Treasure	dagger; padded armor; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 18 gp	masterwork dagger; *amulet of insight (+1 AC);* padded armor; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 41 gp	*+2 keen dagger*; *amulet of insight (+1 AC); ring of luck (+3 AC); +2 padded armor*; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 171 gp	*+4 flaming dagger*; *amulet of insight (+1 AC); ring of luck (+3 AC); +2 chain shirt*; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 23 pp; 94 gp
Magic				
Spells per Day	**Druid (CL 2):** 4/3+1/0/0/0/0/0/0 DC: 14 + spell level	**Druid (CL 6):** 4 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15 + spell level	**Druid (CL 10):** 4 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1 / 0 / 0 / 0 DC: 15 + spell level	**Druid (CL 14):** 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16 + spell level

Table 26: Attitude Modifiers for Aramil Xiloscient

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	**Does not stack with other attack-based modifiers**
Action	PCs attack with provocation	**-10**	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

A Thousand Faces (Su) You have the ability to change your appearance at will, as if using the Alter Self spell, but only while in your normal form.

Bonus Wild Shape Natural Armor (2x) Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Master's Illusion (Sp) You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 14 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 22. The rounds do not need to be consecutive.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Sudden Shift (Sp) In the blink of an eye, you can appear somewhere else. As an immediate action, after you are missed by a melee attack, you can teleport up to 10 feet to a space that you can see. This space must be inside the reach of the creature that attacked you. You can use this power 8 times per day.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+17 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Acrobatic You are skilled at leaping, jumping, and flying. You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fortune Teller (Crystal Frog) As a result of being raised in a land steeped in tradition and superstition, you are skilled at communicating with the spirit world. Cast some divination spells at +1 caster level. As a result of being raised in a land steeped in tradition and superstition, you are skilled at communicating with the spirit world. Whenever you cast a spell from the divination school, you may use your Crystal Frog instead of the spell's material component, as long as the cost of the material component is no more than 1,000 gp. If you choose to perform the spell using your Crystal Frog and the spell's normal material component (regardless of that component's cost), you cast the spell at +1 caster level.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Silent Spell You can cast your spells without making any sound. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Habits and Logistics

During daylight hours, **Arbelladon** will be in her kiosk in the **Town Square**.

At night, she will keep some late appointments, and then spend her evenings in the camaraderie of the **Shanty Town** area of **Town Square.**

Background

Arbelladon was raised and trained a druid in the nature-rich region to the north of **Berinncorte**. She wanted to be a fighter, but her family counselled her against that training; she instead chose a path of divination. Her role in the city is not merely as an entertainer; she reports back to her druidic relations often as to the development of factions and influence within the town.

In the Obelisk Attack

The elven fortune-teller is slain shortly after the **Obelisk Erupts**.

Conversation

What do you think of Berinncorte?

"Tis a place of great power, great men and women, and great spirits, watching from on high and even among us."

Do you know anything about the strife between Zugul and Sheergath?

"Though they are both spiritual, I prefer to avoid disputes of the mortal, focusing instead on the relations of the spirits, and those beyond."

What do you think of the Mayor and the government?

"The peace is kept, but spirits do not rest easy. Though they do pay attention to the affairs of mortals."

Tell me about being a fortune-teller.

"I speak with low men and noble women, the poor and the wealthy alike. I speak with the dead, the living, and to both at once, if desired. I commune with nature, the gods, and everything in between, in support of answering life's toughest queries. "

Do you do any... other sorts of work on the side?

"What an odd question."

Diplomacy *or* ***Intimidate*** *check opposed by* ***Arbelladon's Bluff*** check:

"To be honest, this is entertainment. There's little magic in what I do. To be fair, though, that's often enough for most inquisitive minds. I find that many would prefer **not** to have actual, true answers to the questions they claim to want addressed. I provide a valuable service, one that some find worth the cost and time spent. Your opinion may freely differ from theirs."

Ash "Executioner" (Militia Trainer)

CR 2; **XP** 600

Description

Though he pretends to be just another one of the lads, **Ash** is in fact something of a genius. His eyes speak to a wide spectrum of deeds witnessed and performed, and every once in a while, you'll catch something in his demeanor that makes you wonder: just how old is this dwarf? Where did he come from? What has he seen?

Ash will speak in generalities about experiences far and wide, but as though they are common knowledge, never in the specifics as to whether he personally has been involved with, say, a certain war, or battle... or even if he himself has ever been to that nation.

Appearance

A tall, muscular dwarf with thick ropes of braided gray beard, **Ash** seems the quintessential trainer. He's quick with a quip, picks on his trainees constantly, and ultimately helps everyone become a better soldier and fighter. For a dwarf, he's quite tall.

Combat Tactics

A professional trainer, he's used to fighting when it doesn't truly matter. It generally takes him a full round of combat before he is convinced a given fight is "real"; immediately thereafter, he will **rage** and seek out the beefiest, most melee-worthy opponent, eliminating that threat before moving on to ranged combatants and magic-wielders.

If confronted in the company of any other **Berinncorte Militia**, he will command them to join the fray, goading them with his typical jokes and jabs.

Factions

Berinncorte Militia, as their chief trainer.
Used to be part of the **Wild Kingdom**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Dwarf; CN Medium humanoid (dwarf)			
Class	Fighter 1 / Barbarian 1	Fighter 3 / Barbarian 3	Fighter 6 / Barbarian 6	Fighter 8 / Barbarian 8
Initiative	**+5**	**+5**	**+6**	**+6**
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +7; **Darkvision** 60 ft.	**Perception** +18; **Darkvision** 60 ft.	**Perception** +22; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 chain shirt)	**AC** 18, **touch** 12, **ff** 18 (+1 Dex, +1 dodge, +6 agile breastplate)	**AC** 21, **touch** 13, **ff** 21 (+2 Dex, +1 dodge, +8 *agile breastplate* +2)	**AC** 22, **touch** 13, **ff** 22 (+2 Dex, +1 dodge, +9 *rallying agile breastplate* +3)
hp / HD	**24** (1d10)+(1d12)+3	**58** (3d10)+(3d12)+7	**91** (6d10)+(6d12)+16	**127** (8d10)+(8d12)+22
Saves	**Fort** +5, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities	**Fort** +7, **Ref** +3, **Will** +5; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +1 Reflex to avoid traps	**Fort** +11, **Ref** +8, **Will** +9; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps	**Fort** +13, **Ref** +8, **Will** +9; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps
Defensive Abilities	-	Trap Sense +1; Uncanny Dodge	Improved Uncanny Dodge; Trap Sense +2; Uncanny Dodge	Improved Uncanny Dodge; Trap Sense +2; Uncanny Dodge; DR 1/-
Offense				
Movement	**Speed** 30 ft.; Fast Movement			
Attacks	**Melee** heavy flail +2 (2H: 1d10/19-20) or **Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +3 (1d4/19-20)	**Melee** *+1 dueling heavy flail* +8/+3 (2H: 1d10+1/19-20) or **Melee** dagger +6/+1 (1d4/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4/19-20)	**Melee** *+2 shocking heavy flail* +17/+12/+7 (2H: 1d10+6/17-20) or **Melee** dagger +13/+8/+3 (1d4+1/19-20) or **Ranged** dagger (thrown) +14/+9/+4 (1d4+1/19-20)	**Melee** *+3 menacing heavy flail* +22/+17/+12/+7 (2H: 1d10+7/17-20) or **Melee** dagger +17/+12/+7/+2 (1d4+1/19-20) or **Ranged** dagger (thrown) +18/+13/+8/+3 (1d4+1/19-20)

	Low	Moderate	Advanced	Elite
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	-	-	Boasting Taunt, Brawler	Boasting Taunt, Brawler, Liquid Courage
Statistics				
Ability Scores	**Str** 11, **Dex** 12, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10	**Str** 11, **Dex** 13, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10	**Str** 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10	**Str** 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 13 (17 vs. bullrush or trip)	**Base Atk** +6; **CMB** +12; **CMD** 18 (24 vs. bullrush or trip)	**Base Atk** +12; **CMB** +13; **CMD** 26 (32 vs. bullrush or trip)	**Base Atk** +16; **CMB** +17; **CMD** 30 (36 vs. bullrush or trip)
Feats	Combat Reflexes, Improved Initiative	Combat Reflexes, Dazzling Display, Dodge, Improved Initiative, Weapon Focus (Flail (Heavy))	Combat Reflexes, Dazzling Display, Difficult Swings, Dodge, Improved Critical (Flail (Heavy)), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (Flail (Heavy)), Weapon Specialization (Flail (Heavy))	Combat Reflexes, Dazzling Display, Defensive Combat Training, Difficult Swings, Dodge, Fleet, Improved Critical (Flail (Heavy)), Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Focus (Flail (Heavy)), Weapon Specialization (Flail (Heavy))
Skills	Acrobatics +2, Climb +1, Escape Artist -2, Fly -2, Heal +3, Intimidate +5, Perception +7, Profession (Soldier) +7, Ride -2, Sense Motive +3, Stealth -2, Survival +3, Swim -3	Acrobatics +5, Climb +5, Escape Artist -2, Fly -2, Heal +3, Intimidate +8, Perception +7, Profession (Soldier) +12, Ride -2, Sense Motive +3, Stealth -2, Survival +3, Swim -3	Acrobatics +7, Climb +7, Heal +3, Intimidate +9, Perception +18, Profession (Soldier) +18, Sense Motive +3, Survival +3, Swim -1	Acrobatics +8, Climb +8, Escape Artist +1, Fly +1, Heal +3, Intimidate +13, Perception +22, Profession (Soldier) +22, Ride +1, Sense Motive +3, Stealth +1, Survival +3
Languages	Common, Dwarven			
Special Qualities	Bonus Feats, Darkvision, Defensive Training, Fast Movement, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus CMD (Bull Rush & Trip) (2x), Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus CMD (Bull Rush & Trip) (2x), Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus CMD (Bull Rush & Trip) (2x), Bonus Feats, Bravery, Damage Reduction, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	heavy flail; chain shirt; dagger (2x) **61 gp**	*+1 dueling heavy flail*; agile breastplate; dagger (2x) **12 pp; 34 gp**	*+2 shocking heavy flail*; *+2 agile breastplate*; dagger (2x) **34 pp; 19 gp**	*+3 menacing heavy flail*; *+3 rallying agile breastplate*; dagger (2x) **60 pp; 78 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

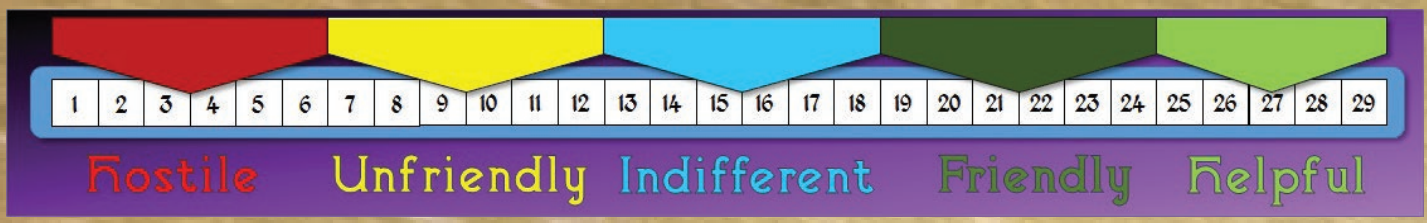


Table 27: Attitude Modifiers for Ash "Executioner"

Name	Condition	Effect	Notes
Extant	Party contains at least one Dwarf	+1	No effect for 2 or more Dwarves
Extant	Party contains at least one Fighter	**+1**	No effect for 2 or more Fighters
Extant	At least one PC wields a Flail of some sort	**+1**	No effect for 2 or more PCs; type of flail does not matter
Conversation	Succeed in a Skill Check dur-ing conversation	**-1**	Negative effect is intentional and represents Ash getting wary of the conversation taking turns he does not intend
Conversation	Discover his secret addiction and mention it in conversa-tion	**-5**	Note that all "discover his secret addiction" modifiers stack with one another
Conversation	Discover his secret addiction, and threaten to blackmail him with it	**-10**	This may or may not be successful; determination left to the GM
Conversation	Discover his secret addiction, but promise to help keep his secret	**+8**	-
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for infor-mation, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maxi-mum effect +5 no matter how many times NPC joins party)

Name	Condition	Effect	Notes
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Controlled Rage (Strength) Select this to assign full bonus to Strength.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

Boasting Taunt (Ex) While raging, the barbarian can incite a creature to attack her by making an Intimidate check to demoralize. If the check succeeds, the target is also shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. The barbarian receives a +2 circumstance bonus on this check for every alcoholic drink she has consumed during this rage. This is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Liquid Courage (Ex) While raging, the barbarian increases her morale bonus on saving throws against mind-affecting effects by +1 for each alcoholic drink she consumes during her rage, to a maximum of +1 increase per four barbarian levels.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Flails +1

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dazzling Display Your skill with your favored weapon can frighten enemies. While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Defensive Combat Training You excel at defending yourself from all manner of combat maneuvers. You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

Difficult Swings You can force foes to move cautiously when near you. When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Critical (Flail (Heavy)) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Flail (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Flail (Heavy)) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Ash** will be going about his business in the **Garrison / Barracks**, usually training new recruits or leading regular exercises. Occasionally, he will conduct one-on-one training sessions

At night, **Ash** will be asleep in quarters in the **Barracks**. Sometimes (**30%**), he will stop by the **Tavern** for a drink or two. Once a week, he will drop by the **Apothecary** to obtain the compound to which he is addicted (see below).

Background

Ash used to live the life of an adventurer and warmonger, traveling the world and slaying many of its inhabitants. His physique and passions seemed purpose-built for membership in the **Wild Kingdom**, and he swiftly rose in their ranks.

While adventuring in lands far north, he developed a taste for **Darkserum**. Sadly, the same qualities that made him an outstanding warrior also made him a rapid addict, and he has struggled with his reliance on the drug for almost a decade now. No dunce, **Ash** realized the nature of his addiction fairly quickly, and recognized that continued travel to far-flung lands would make satisfying his desire quite problematic.

Rather than face and defeat the addiction, he chose instead to settle down, abandoning the wandering but keeping the profession that had been at the core of his travels. Soldiering suits **Ash** well, as does his position: although there's little warfare about **Berinncorte** to speak of, training new recruits is somewhat replicative of his earlier exploits.

Berinncorte also just happens to have an **apothecary** who regularly carries **Darkserum**, so that helped in his choice of city, too. Between his profession and his drug, he's a happy man, content with his lot.

In the Obelisk Attack

Ash springs immediately into action, organizing townsfolk and helping them escape. Born to combat, his instincts take over, and he is actually grinning during much of the battle in the attack itself. He defeats several monsters, and although he's wounded, it's nothing critical, and he soon heals in the aftermath.

Bizarrely, the adrenaline of the attack and the chaos that follows seems to dissolve the addiction that had so driven him before.

Conversation

What do you think of Berinncorte?

"Lovely little burg. Could've ended up in a dozen places, but I'm peachy that I ended up here. It's got everything you need, and isn't so big that you get lost. A man can... find his place, here. And I have; that's the truth of it."

Do you know anything about the strife between Zugul and Sheergath?

"Religion'll have conflict, no way around it. You got people believing that their god created the world, or is the most important thing, or has the most influence, or whatever. And across town, you got a different bunch of people, thinks the same thing, only about a different god. I've seen a lot of the world, my new friends, and the only true thing I can say about gods is, most folk seem to have the right intention about worshipping them... it's the gods themselves that are imperfect about it, if you ask me."

What do you think of the Mayor and the government?

"She keeps order, that's the truth. Supports the Militia, that's a good thing. Never had any problems with her government, though I do hear some folk get a bit testy about the way she goes about it. Seems to me, peace and quiet are never what people complain about—it's the law and order way of getting it that rubs folk the wrong way, sometimes."

Tell me about being a militia trainer.

"I love it." *He pauses, grinning broadly.* "You want more detail? Okay: I *really* love it. Seriously, it's great. I get all the joy of combat, but none of the blood and guts and ick, and afterwards, I get to drink with the poor chap tried to go against me. Much better than war, I must say. Though I do miss *real* combat, sometimes—training gets your blood up, but there's part of you still knows it ain't *real*."

Do you do any... other sorts of work on the side?

"Well, I am a strong supporter of small local businesses. The *Leaky Cask Tavern*, primarily." *He smiles.*

Sense Motive, Knowledge (Nature), *or* ***Craft (Alchemy)*** *check opposed by* ***Ash's Intimidate*** *check:*

"Sure, I go to Aramil's shop from time to time. Grab a potion, if I need one. You know, training, sometimes, you get a fella, doesn't check his swing, and..." *He shrugs.* "Accidents happen. Gotta be prepared to heal that up, know what I mean?"w

Biggen Gurble (Library Reader)

CR 2; **XP** 600

Description

This charismatic, whip-smart halfing is too clever by half... so what is he doing as an assistant and reader in an average-sized city's **Library**? His colleagues **Gunnloda Balderk** and **Tudra Coppereye** suspect he's more than he seems, but they lack the evidence and the interest to press the matter, seeing as how **Biggen** does his job well and seems to contribute a great deal to the establishment.

With patrons of the **library**, he's efficient and personable, often so much so that he gets them to reveal much more about themselves and their purpose than they perhaps had intended.

Appearance

Small in stature even for a halfling, **Biggen** is a cherubic waif of a librarian, with spectacles perched at the end of his considerable nose. He's lithe and dexterous, and knows his way around the **library** like the back of his hand; observant **Rogues** in the party may make a passive DC 18 **Perception** check to notice that his mannerisms and actions speak to likely Rogue-ish experience. His silvery hair is thick and curly, and frames his puffy cheeks in quite the adorable manner.

Combat Tactics

Biggen is not a fighter, and will avoid armed conflict if at all possible. He will flee if fought, using the secret passages in the **library** to his advantage if the fight occurs in that building.

The exception is if he is confronted with being a spy for the **Scarlet Path** (see below); if it seems that his secret is likely to be spilled to others, or if those facing him with this knowledge seem enraged or otherwise against the faction, he will defend himself vigorously, knowing that his position and livelihood here in the city and with his faction are most certainly at risk.

Factions

Secretly, he is a member of **The Scarlet Path**, placed here years ago as the group's representative for keeping an eye on things in the city of **Berinncorte**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 6; **XP** 2,400	**CR** 12; **XP** 19,200	**CR** 15; **XP** 76,800
Sex / Race	Male Halfling; CN Small humanoid (halfling)			
Class	Expert 2 / Rogue 2	Expert 3 / Rogue 4	Expert 5 / Rogue 8	Expert 5 / Rogue 11
Initiative	+3	+3	+3	+3
Senses	**Perception** +11	**Perception** +16	**Perception** +24	**Perception** +27
Defense				
Armor Class	**AC** 15, **touch** 14, **ff** 12 (+1 size, +3 Dex, +1 padded armor)	**AC** 17, **touch** 14, **ff** 17 (+1 size, +3 Dex, +3 *padded armor* +2)	**AC** 17, **touch** 14, **ff** 17 (+1 size, +3 Dex, +3 *padded armor* +2)	**AC** 19, **touch** 15, **ff** 19 (+1 size, +3 Dex, +1 deflection, +5 *padded armor* +3)
hp / HD	**12** (2d8)+(2d8)-4	**25** (3d8)+(4d8)-7	**46** (5d8)+(8d8)-13	**55** (5d8)+(11d8)-16
Saves	**Fort** +0, **Ref** +7, **Will** +6 +2 vs. fear	**Fort** +2, **Ref** +11, **Will** +7 +2 vs. fear; +1 Reflex to avoid traps	**Fort** +4, **Ref** +14, **Will** +12 +2 vs. fear; +2 Reflex to avoid traps	**Fort** +6, **Ref** +14, **Will** +12 +2 vs. fear; +3 Reflex to avoid traps

	Low	Moderate	Advanced	Elite
Defensive Abilities	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge
Offense				
Movement	**Speed** 20 ft.	**Speed** 25 ft.	**Speed** 25 ft.	**Speed** 25 ft.
Attacks	**Melee** short sword (small) +1 (1d4-2/19-20) or **Melee** dagger (small) +1 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +6 (1d3-2/19-20) or **Ranged** sling (small) +6 (1d3-2)	**Melee** dagger (small) +4 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +9 (1d3-2/19-20) or **Melee** *+1 rapier* (small) +5 (1d4-1/18-20) or **Ranged** sling (small) +9 (1d3-2) or	**Melee** dagger (small) +9 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +13/+8 (1d3-1/19-20) or **Melee** *+2 alchemical silver rapier* (small) +11/+6 (1d4/18-20) or **Ranged** sling (small) +13/+8 (1d3-1)	**Melee** dagger (small) +12 (1d3/19-20) or **Ranged** dagger (small/thrown) +15/+10/+5 (1d3/19-20) or **Melee** *flaming rapier* +3 (small) +15/+10/+5 (1d4+3+1d6 fire/18-20) or **Ranged** sling (small) +15/+10/+5 (1d3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6, Fast Getaway	Fast Getaway, Offensive Defense, Sneak Attack 4d6	Fast Getaway, Offensive Defense, Powerful Sneak, Sneak Attack 6d6
Statistics				
Ability Scores	**Str** 7, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13	**Str** 7, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13	**Str** 9, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13	**Str** 10, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13
Core Attack	**Base Atk** +2; **CMB** -1; **CMD** 12	**Base Atk** +5; **CMB** +2; **CMD** 15	**Base Atk** +9; **CMB** +7; **CMD** 20	**Base Atk** +11; **CMB** +10; **CMD** 24
Feats	Alertness, Armor Proficiency, Light, Eagle Eyes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Eagle Eyes, Fleet, Lightning Reflexes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Catch Off-Guard, Combat Reflexes, Eagle Eyes, Fleet, Iron Will, Lightning Reflexes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Catch Off-Guard, Combat Reflexes, Eagle Eyes, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Simple Weapon Proficiency

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +11, Disguise +5, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Knowledge (Geography) +10, Knowledge (Local) +10, Knowledge (Nobility) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Perception +11, Perform (Untrained) +1, Ride +3, Sense Motive +8, Sleight of Hand +8, Stealth +7, Survival +2, Swim -2, Use Magic Device +6	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +15, Disguise +7, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +13, Knowledge (Geography) +13, Knowledge (Local) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Knowledge (Religion) +13, Perception +16, Perform (Untrained) +1, Ride +3, Sense Motive +9, Sleight of Hand +8, Stealth +7, Survival +2, Swim -2, Use Magic Device +7	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Climb +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +23, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +19, Knowledge (Dungeoneering) +19, Knowledge (Geography) +19, Knowledge (History) +5, Knowledge (Local) +19, Knowledge (Nobility) +19, Knowledge (Planes) +19, Knowledge (Religion) +19, Perception +24, Perform (Untrained) +1, Ride +3, Sense Motive +16, Sleight of Hand +9, Stealth +7, Survival +2, Swim -1, Use Magic Device +7	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Climb +2, Craft (Untrained) +3, Diplomacy +1, Disable Device +27, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +22, Knowledge (Geography) +22, Knowledge (History) +11, Knowledge (Local) +22, Knowledge (Nobility) +22, Knowledge (Planes) +22, Knowledge (Religion) +22, Perception +27, Perform (Untrained) +1, Ride +3, Sense Motive +21, Sleight of Hand +9, Stealth +7, Survival +2, Use Magic Device +7
Languages	Common, Dwarven			
Special Qualities	Canny Observer, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Canny Observer, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Canny Observer, Fearless, Halfling Luck, Hard to Fool, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Canny Observer, Fearless, Halfling Luck, Hard to Fool, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Table 28: Attitude Modifiers for Biggen Gurble

Name	Condition	Effect	Notes
Action	Biggen becomes aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Biggen in the Sage's Hall in the Library	**-3**	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Biggen's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	**-8**	Counts regardless as to "who started it"
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Hard to Fool (Ex) Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 15.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 6d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Trapfinding (Ex) You add +5 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is

invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Eagle Eyes Your vision is especially keen. You ignore up to -5 in penalties due to distance on visual Perception checks, allowing you to see accurately at much greater distances than most.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Habits and Logistics

During daylight hours, **Biggen** will be in the **library**, performing his duties. Occasionally (**15%**), he will be home asleep, working the night shift at the library instead.

At night, **Biggen** will usually (**85%**) be at home asleep; the rest of the time, he will be in the **library**, working the night shift as described above. Night-shift work at the library consists mainly of organizing and reshelving books; no patrons are typically allowed during evening hours.

Background

Most notably, **Biggen** is a member of the **Scarlet Path**, and has been "stationed" by the group here in **Berinncorte** to keep an eye on things in the city. His primary focus is on the government, and the conflict between law and chaos that **Mayor Symms** finds herself amidst between the **Zugul Church** and the **Sheergath Temple** factions and their member citizens. His reports back to the **Path** are conducted primarily via messenger; occasionally, a fellow faction member will come into town, and will make contact to receive an update.

In the Obelisk Attack

Biggen is a knowledgeable halfling, and although he did not see this particular incident coming, he is unsurprised that the warring mentalities within the town brought about *some* form of greater conflict. His focus in the aftermath of the **Eruption** is focused on learning as much as he can about the **Obelisk** and its history; given the preference, he would lock himself up in the **Library** and stay sequestered until he knew something that might be of use.

Conversation

What do you think of Berinncorte?

"It's a nice enough place. The people could be better educated, take advantage of the library. But at least there's a very nice library, even if it's ignored most of the time."

Do you know anything about the strife between Zugul and Sheergath?

"I'm sorry to say that it simply doesn't involve me. The closest I come to any 'strife' as you call it is research and study of the deities themselves, an historical perspective, you understand. Couldn't really say as to how that affects us here in the city today."

As above, but with a successful ***Sense Motive*** *check opposed by* ***Biggen's Bluff*** check:

"Well, I'm not blind, I'll admit it—you'd have to be, to ignore the obvious signs there's a bit of turmoil. I keep an eye on things as much as I can, but I'm not particularly in a position to do much about it either way. It comes down to the nature of humanity, I suspect... and perhaps this church-on-church opposition of views is a microcosm of a broader issue. But I ramble!"

What do you think of the Mayor and the government?

"**Symms** keeps the peace, and funds the library. That's all I mostly look for in a government. I could complain that we could use more books, more space, more resources... but that really would be unreasonable. Look around—we've the supplies and knowledge of a town six times our size."

Tell me about being a reader.

"Working at the library is a dream come true. I've always been the sort to poke his nose in a book, rather than someone else's business... here, I get to do a bit of both, truth be told. A 'reader' is really just a fancy name for someone who does the busywork of a library—anything Gunnloda wants, anything at all, I'm the halfling for her. Same thing for customers—you need something, I'm your half-man." *He grins.* "It's a lot more interesting than you might think. You get to know a lot about people based on the sorts of books they look for."

What's your relationship with Tudra Coppereye?

"She's the Sage, here at the library. Not much call for her and me to speak, most of the time. She does her thing, and I do mine—Gunnloda works a bit with us both, but rarely all together. Gunnloda and I, we deal with what you see here—" *he spreads his hands* "—and keep it to what we can see, and read, and touch. Tudra, she... well, she goes a 'bit beyond', is how she'd probably put it."

Do you do any... other sorts of work on the side?

"I read, every chance I get. In the time I've been in the city, I reckon I've read about **20%** of everything that's in this building. Take me another ten years just to get up to half of it!"

Knowledge (Local), Knowledge (Geography), *or* ***Knowledge (History)*** *check, at DC 20:*

"Look alive, we've a scholar among us! I didn't know adventurers stocked our sort." *The succeeding PC may make a free roll on the* ***Rumors and Lore*** *table as the two continue their shared interest and passion for knowledge. In addition,* ***Biggen*** *will reveal (accurately!) whether he believes the information to be true or not.*

Diplomacy *check at DC 14, and sharing an entry from any of the* ***Rumors and Lore*** *tables:*

If successful, ***Biggen*** *will reveal (accurately) whether the item is true. If the check fails, the GM is encouraged to still have* ***Biggen*** *provide a response, but perhaps not so accurately!*

Brock Runnaheim (Stablemaster)

CR 4; **XP** 1,200

Description

This solidly-built and aging dwarf is master of horse in **Berinncorte**. If the GM determines that the party arrives in the city via horseback, it's in his accommodations that their conveyances will be kept for the duration of their stay in town; this is a possible means of introducing the knowledgeable and helpful stablemaster early on.

Brock is comfortable and laid-back, an older dwarf with the attitude and demeanor of a long-retired general. He has a great sense of self-deprecating humor about a dwarf being a master of horses, but he knows his trade well, and is well-regarded among other townsfolk.

Appearance

For a man who spends day and night in the stables, he smells not too strongly of horse; his location near the river helps greatly in his routine of daily washing. He is otherwise a stout and unremarkable dwarf of advancing age, with the elaborate facial hair to prove it.

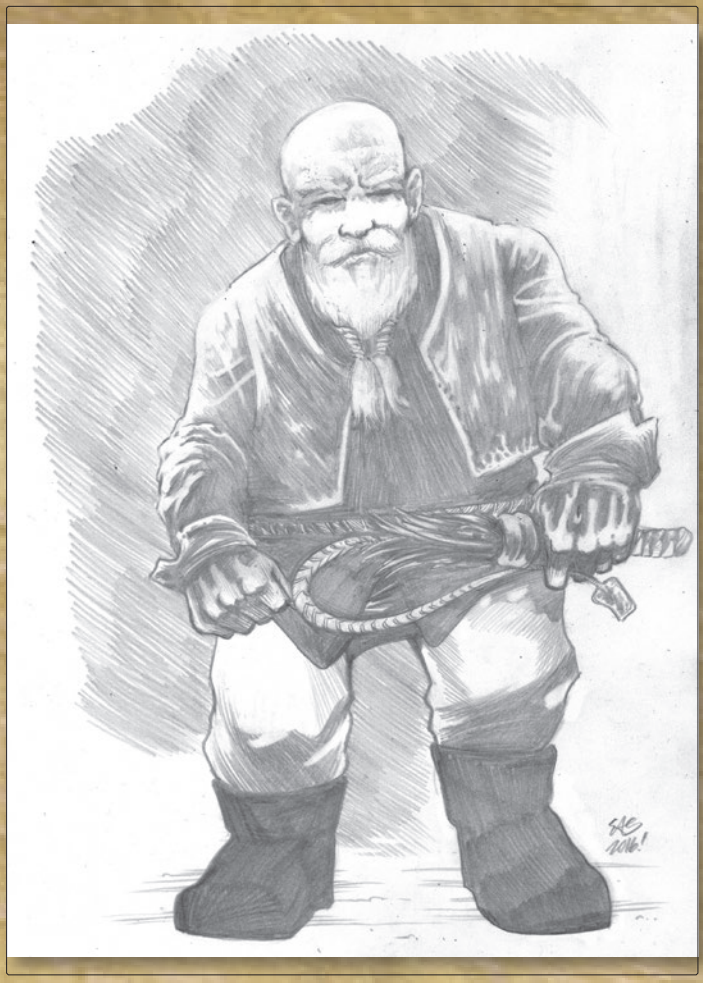
Combat Tactics

A former adventurer, **Brock** is never one to shy from a fight, so long as it's one he feels he can win... and although it pains him to admit it, he realizes he's not the young rogue he once was.

If outmatched (as he almost certainly would be by a party of equivalent-level PCs), he won't hesitate to run, seeking help from either the **Fishery**or one of the nearby **Militia Guard Posts**. Should he make it to either such location, the GM is encouraged to introduce **2d4+1 Berinncorte Militia**, and possibly one or more NPCs who make their business in nearby establishments.

Factions

Though he has seen much and traveled extensively, **Brock** now only wishes to work in peace, and hopes to live his remaining years in comfort. He occasionally attends sermons at the **Sheergath Temple**, but is not what he himself would call an adherent—though he is a good friend of **Preacher Denzys**. His **tribute** goes directly to the city of **Berinncorte** each year.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800
Sex / Race	Male Dwarf; CG Medium humanoid (dwarf); old (220)			
Class	Rogue 2 / Expert 3	Rogue 5 / Expert 3	Rogue 9 / Expert 3	Rogue 12 / Expert 5
Initiative	-1	+0	+0	+0
Senses	**Perception** +11; **Darkvision** 60'	**Perception** +16; **Darkvision** 60'	**Perception** +22; **Darkvision** 60'	**Perception** +27; **Darkvision** 60'
Defense				
Armor Class	**AC** 12, **touch** 9, **ff** 12 (-1 Dex, +3 studded leather armor)	**AC** 14, **touch** 10, **ff** 14 (+4 *studded leather armor +1*)	**AC** 14, **touch** 10, **ff** 14 (+4 *studded leather armor +1*)	**AC** 16, **touch** 10, **ff** 16 (+6 *studded leather armor* +3)
hp / HD	**26** (2d8)+(3d8)+5	**40** (5d8)+(3d8)+8	**60** (9d8)+(3d8)+12	**82** (12d8)+(5d8)+17

	Low	Moderate	Advanced	Elite
Saves	**Fort** +2, **Ref** +3, **Will** +8 +2 vs. poison, spells, and spell-like abilities	**Fort** +3, **Ref** +5, **Will** +9 +2 vs. poison, spells, and spell-like abilities; +1 Reflex to avoid traps	**Fort** +5, **Ref** +7, **Will** +11 +2 vs. poison, spells, and spell-like abilities; +3 Reflex to avoid traps	**Fort** +8, **Ref** +9, **Will** +13 +2 vs. poison, spells, and spell-like abilities; +4 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** masterwork shortspear +4 (1d6) or **Ranged** masterwork shortspear (thrown) +3 (1d6) or **Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +2 (1d4/19-20) or **Ranged** shortbow +2 (1d6/x3)	**Melee** masterwork shortspear +6 (1d6) or **Ranged** masterwork shortspear (thrown) +6 (1d6) or **Melee** dagger +5 (1d4/19-20) or **Ranged** dagger (thrown) +5 (1d4/19-20) or **Ranged** *+2 shortbow* +7 (1d6+2/x3)	**Melee** dagger +9 (1d4/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4+1/19-20) or **Melee** *+3 shortspear* +12/+7 (1d6+4) or **Ranged** *+3 shortspear* (thrown) +11/+6 (1d6+4) or **Ranged** *+2 shortbow* 10/+5 (1d6+2/x3)	**Melee** dagger +13 (1d4/19-20) or **Ranged** dagger (thrown) +12/+7/+2 (1d4+1/19-20) or **Melee** *corrosive +2 shortspear* +15/+10/+5 (1d6+3+1d6 acid) or **Ranged** *corrosive +2 shortspear* (thrown) +14/+9/+4 (1d6+3+1d6 acid) or **Ranged** *+2 shortbow* +14/+9/+4 (1d6+2/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Powerful Sneak, Sneak Attack 5d6	Offensive Defense, Powerful Sneak, Sneak Attack 6d6
Statistics				
Ability Scores	**Str** 11, **Dex** 9, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13	**Str** 11, **Dex** 10, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13	**Str** 12, **Dex** 10, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13	**Str** 13, **Dex** 10, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13
Core Attack	**Base Atk** +3; **CMB** +3; **CMD** 12 (16 vs. bullrush or trip)	**Base Atk** +5; **CMB** +5; **CMD** 15 (19 vs. bullrush or trip)	**Base Atk** +8; **CMB** +9; **CMD** 19 (23 vs. bullrush or trip)	**Base Atk** +12; **CMB** +13; **CMD** 23 (27 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency	Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Blind-Fight, Combat Reflexes, Iron Will, Simple Weapon Proficiency	Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Simple Weapon Proficiency

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -4, Appraise +7, Artistry +2, Bluff +6, Climb +7, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +2, Disguise +1, Escape Artist -4, Fly -4, Handle Animal +9, Heal +5, Intimidate +1, Perception +11, Perform (Untrained) +1, Profession (Stable Master) +11, Ride +1, Sense Motive +11, Stealth -4, Survival +6, Swim -1	Acrobatics -3, Appraise +10, Artistry +2, Bluff +9, Climb +10, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +10, Disguise +1, Escape Artist -3, Fly -3, Handle Animal +12, Heal +5, Intimidate +1, Knowledge (Local) +8, Perception +16, Perform (Untrained) +1, Profession (Stable Master) +11, Ride +5, Sense Motive +16, Stealth -3, Survival +6, Swim -1	Acrobatics -3, Appraise +13, Artistry +2, Bluff +12, Climb +15, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +16, Disguise +1, Escape Artist -3, Fly -3, Handle Animal +20, Heal +13, Intimidate +1, Knowledge (Local) +12, Perception +22, Perform (Untrained) +1, Profession (Stable Master) +18, Ride +13, Sense Motive +14, Stealth -3, Survival +8	Appraise +17, Artistry +2, Bluff +16, Climb +22, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +26, Disguise +1, Handle Animal +25, Heal +18, Intimidate +1, Knowledge (Local) +17, Perception +27, Perform (Untrained) +1, Profession (Stable Master) +23, Ride +21, Sense Motive +15, Survival +10, Swim +3
Languages	Common, Dwarven, Giant, Orc			
Special Qualities	Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Quick Disable, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Quick Disable, Slow Reactions, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity
Treasure	masterwork shortspear; dagger (x3); studded leather armor; arrows (60x); bullseye lantern; rope (hemp/50 ft.); Shortbow 34 gp	masterwork shortspear; dagger (x3); studded leather armor +1; arrows (60x); bullseye lantern; rope (hemp/50 ft.); shortbow +2 62 gp	*+3 shortspear*; dagger (x3); *studded leather armor +1*; arrows (60x); bullseye lantern; rope (hemp/50 ft.); *shortbow +2* 128 gp	*+3 corrosive shortspear*; dagger (x3); *studded leather armor +3*; arrows (60x); bullseye lantern; rope (hemp/50 ft.); *shortbow +2* 23 pp; 64 gp; 182 cp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

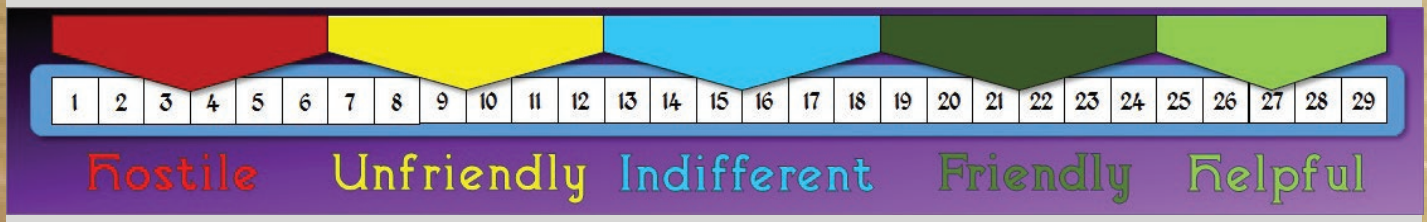


Table 29: Attitude Modifiers for Biggen Gurble

Name	Condition	Effect	Notes
Conversation	Mention the book "Turtle-coaxer" found in the Library		
Commerce	Try to give the "Turtlecoaxer" book to Brock	**+5**	Brock suspects this book to be of the Library, and therefore will not accept it, but appreciates the gesture nevertheless
Commerce	Make a purchase	**+1 per full 50 gp spent**	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transac-tion	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws

against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 16.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Quick Disable (Ex) It takes you half the normal amount of time to disable a trap using the Disable Device skill(minimum 1 round).

Slow Reactions (Ex) Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 6d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make 0 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Habits and Logistics

During daylight hours, **Brock** will be tending to his job at the **Stables**. If the city hosts a large event, he will occasionally hire an extra worker or two to help with the extra horses he anticipates, but largely, the dwarf works alone, content with the company of horses and his own thoughts.

At night, **Brock** will sleep in the **stables** where he makes his home. Every morning, and the occasional (**20%**) evening, he will bathe in the **river**, his belongings piled on the nearby bank.

Background

A former adventurer, he was approached about being mayor himself a few years ago, but turned it down, saying that he had no business doing what he has no business doing.

Though a former rogue, his exploits involve nothing too untoward; his adventuring life was fairly boring (and therefore not greatly lucrative).

He does prefer elven women to his own kind, which, if discovered, embarrasses him to no end. He will act more favorably and congenially toward any female character of elven ancestry with a **Charisma** of 12 or greater (any PC may passively notice this favoritism via a DC 12 **Sense Motive** check).

In the Obelisk Attack

Brock loses an arm in the attack. More specifically, he gets

his left arm pinned under rubble, and hacks it off with his spear so as to be freed from the fallen timber; the then braves the fires to save others. It's a good thing he does: a spear is hardly the most efficient weapon with which to hack off one's own limb, and the action leaves the wound mangled and raw; leaping in and out of fire actually cauterizes the wound, preventing a bleed-out and likely saving his life.

Conversation

What do you think of Berinncorte?

"Peaceful, calm. Steady business, not too hard to manage. It's a good place to finish one's life, I suspect."

Do you know anything about the strife between Zugul and Sheergath?

"I'm more of a Sheergath man, but not to the point where I mind Zugul having the nicer church, let's say. I've seen much of the religions of the land; anyone who seeks church for something more than their own personal peace and presence of mind is asking for trouble. Or stirring it up, usually for their own purposes."

What do you think of the Mayor and the government?

"Seems peaceful enough to me around here. Past that, I don't really care; I've no trouble with the law, and I don't own so much of anything as anyone would provoke trouble with me. Anybody steals a horse, there'll be more to answer to than my own ire, and usually it's just not worth it to folk."

Tell me about being a stablemaster.

"Horses don't complain. They got specific interests, understand, and you keep them fed and watered, brush them down from time to time, they're happy. Come to think of it, I'm pretty much the same, I am. It's everything I want, and nothing I don't."

Do you do any... other sorts of work on the side?

"No. I left that life behind me. Not that there was much of it to be interesting, even back then, you understand."

Cannock (High Priest of Zugul)

CR 4; **XP** 1,200

Description

As a former adventurer, his sermons are filled with slightly-exaggerated confrontations and tales from his adventuring days. If he lacks the outward fervor of **Denzys**, it's only because he feels more secure in his position: his church is larger, more supported by the village, with a greater congregation, and more beautiful grounds. This is in large part because he volunteered his church for the social support of cemetery, burial, and most of the healing and hospital duties, but the general mindset of citizens tends to be more lawful than chaotic in these parts.

Appearance

Cannock was once a well-built man with broad shoulders sitting above a narrow waist, yet with agility and grace in his step. His recent life as a cleric has eroded much of his former musculature, but he retains the grace and broad shoulders, and above all, the kind and attentive demeanor that make him yet a charming man of the cloth. He bears a faint scar above his left eye; if asked, he will dismiss it as a remnant of a childhood incident brought about by foolish play. In reality, the scar was given him by a wyvern during his adventuring days.

Combat Tactics

Cannock will not attack unless presented with an unavoidable reason to do so—self-defense, or saving the lives of innocents nearby who are threatened. When faced with armed conflict, he will do what he can, but despite his adventuring background, **Cannock** has no taste for warfare and will seek to escape and hide whenever possible, utilizing his skills as a former rogue to do so. In defending members of his congregation, however, he will fight to the death, urging them to escape while he faces the brunt of the attack.

Factions

Zugul Church, of course, as its leader.

Also, both he and his church have a formal allegiance to and alliance with the **Berinncorte City Government**; the church helps out with many civic projects, and **Cannock** himself donates much of his time to city endeavors.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human; LN Medium humanoid (human)			
Class	Rogue 1 / Cleric 4	Rogue 3 / Cleric 6	Rogue 4 / Cleric 9	Rogue 5 / Cleric 12
Initiative	**+2**	**+6**	**+6**	**+6**
Senses	**Perception** +6	**Perception** +7	**Perception** +7	**Perception** +7
Defense				
Armor Class	**AC** 15, **touch** 13, **ff** 12 (+2 Dex, +1 dodge, +2 *padded armor +1*)	**AC** 17, **touch** 13, **ff** 14 (+2 Dex, +1 dodge, +4 *Studded Leather +1*)	**AC** 18, **touch** 13, **ff** 18 (+2 Dex, +1 dodge, +5 *Studded Leather +2*)	**AC** 20, **touch** 13, **ff** 20 (+2 Dex, +1 dodge, +7 *Studded Leather +4*)
hp / HD	**27** (1d8)+(4d8)-1	**47** (3d8)+(6d8)+4	**67** (4d8)+(9d8)+7	**90** (5d8)+(12d8)+10
Saves	**Fort** +3, **Ref** +5, **Will** +6	**Fort** +6, **Ref** +7, **Will** +9, +1 Reflex to avoid traps	**Fort** +7, **Ref** +9, **Will** +10, +1 Reflex to avoid traps	**Fort** +9, **Ref** +12, **Will** +12, +1 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +1	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +1, Uncanny Dodge
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 35 ft.			
Attacks	**Melee** *+1 dagger* +4 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +6 (1d4+1/19-20)	**Melee** *+1 short sword* +7/+2 (1d6+1/19-20) or **Melee** dagger +6 (1d4/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4/19-20)	**Melee** *+2 rapier* +11/+6 (1d6+2/18-20) or **Melee** *+1 dagger* +10/+5 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +12/+7 (1d4+1/19-20)	**Melee** *+2 dagger* +14/+9/+4 (1d4+2/19-20) or **Ranged** *+2 dagger* (thrown) +16/+11/+6 (1d4+2/19-20) or **Melee** *+4 rapier* +16 (1d6+4/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Powerful Sneak, Sneak Attack 2d6	Powerful Sneak, Sneak Attack 2d6	Powerful Sneak, Sneak Attack 3d6
Prepared Spells	**Cleric (CL 4th):** **2nd -** *aid* , *calm emotions* (DC 14), *cure moderate wounds* (DC 14) **1st -** *bless* , *cure light wounds* (DC 13) , *detect chaos* , *divine favor* **0th -** *create water* , *detect magic* , *detect poison* , *purify food and drink* (DC 12)	**Cleric (CL 6th):** **3rd -** *bestow insight, create food and water, cure serious wounds* (DC 16) **2nd -** *aid, calm emotions* (DC 15), *cure moderate wounds* (2) (DC 15) **1st -** *bless, cure light wounds* (DC 14), *detect chaos, divine favor* **0th -** *create water, detect magic, detect poison, purify food and drink*	**Cleric (CL 9th):** **5th -** *breath of life (DC 18)* **4th -** *restoration (DC 17) , tongues (DC 17)* **3rd -** *bestow insight , create food and water, cure serious wounds (DC 16), prayer* **2nd -** *aid , calm emotions (DC 15), cure moderate wounds (2) (DC 15), protection from chaos (communal) (DC 15)* **1st -** *bless, cure light wounds (DC 14), detect chaos, divine favor (DC), sanctuary (DC 14)* **0th -** *create water, detect magic, detect poison, purify food and drink*	**Cleric (CL 12th):** **6th -** *cure moderate wounds (mass) (DC 19), dispel magic (greater)* **5th -** *breath of life (DC 18), cure light wounds (mass) (DC 18), dispel chaos (DC 18)* **4th -** *restoration (DC 17), sending , tongues (DC 17)* **3rd -** *bestow insight, create food and water, cure serious wounds (DC 16), invisibility purge (DC), prayer* **2nd -** *aid , calm emotions (DC 15), cure moderate wounds (2) (DC 15), protection from chaos (communal) (DC 15)* **1st -** *bless, cure light wounds (DC 14), detect chaos, divine favor (DC), sanctuary (DC 14)* **0th -** *create water , detect magic, detect poison, purify food and drink*
Statistics				
Ability Scores	**Str** 10, **Dex** 14, **Con** 9, **Int** 11, **Wis** 15, **Cha** 14	**Str** 10, **Dex** 14, **Con** 10, **Int** 11, **Wis** 16, **Cha** 14	**Str** 10, **Dex** 14, **Con** 10, **Int** 11, **Wis** 16, **Cha** 15	**Str** 11, **Dex** 14, **Con** 10, **Int** 11, **Wis** 16, **Cha** 15
Core Attack	**Base Atk** +3; **CMB** +3**; CMD** 16	**Base Atk** +6; **CMB** +6; **CMD** 19	**Base Atk** +9; **CMB** +9; **CMD** 22	**Base Atk** +12; **CMB** +12; **CMD** 25
Feats	Combat Reflexes, Dodge, Fleet, Nimble Moves	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Nimble Moves	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Nimble Moves, Run, Self-Sufficient	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Lightning Reflexes, Nimble Moves, Run, Self-Sufficient, Strike Back

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +6, Bluff +7, Climb +5, Diplomacy +10, Disable Device +9, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +7, Linguistics(Common) +4, Perception +6, Perform (Untrained) +2, Ride +2, Sense Motive +7, Stealth +6, Survival +3	Acrobatics +6, Bluff +8, Climb +6, Diplomacy +14, Disable Device +15, Disguise +2, Escape Artist +2, Fly +2, Heal +3, Intimidate +11, Knowledge (Local) +5, Knowledge (Religion) +7, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +5	Acrobatics +8, Bluff +9, Climb +7, Diplomacy +18, Disable Device +20, Disguise +2, Escape Artist +2, Fly +2, Heal +5, Intimidate +11, Knowledge (Local) +7, Knowledge (Religion) +11, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +7	Acrobatics +9, Bluff +11, Climb +9, Diplomacy +22, Disable Device +24, Disguise +2, Escape Artist +2, Fly +2, Heal +5, Intimidate +12, Knowledge (Local) +9, Knowledge (Religion) +13, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +7
Languages	Common			
Special Qualities	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Surprise Attack, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Surprise Attack, Trapfinding
Treasure	*dagger +1*; *padded armor +1*; cleric's vestments **8 sp**	*short sword +1*; dagger; *studded leather +1*; cleric's vestments **12 gp**	*rapier +2*; *dagger +1*; *studded leather +2*; cleric's vestments **28 gp**	*rapier +4*; *dagger +2*; *studded leather +4*; cleric's vestments **3 pp; 42 gp**
Magic				
Spells per Day	**Cleric:** 4/4/3/0/0/0/0/0/0 **DC:** 13+spell level	**Cleric:** 4/4/4/3/0/0/0/0/0 **DC:** 14+spell level	**Cleric:** 4/5/5/5/2/1/0/0/0 **DC:** 14+spell level	**Cleric:** 4/5/5/5/3/3/2/0/0 **DC:** 14+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

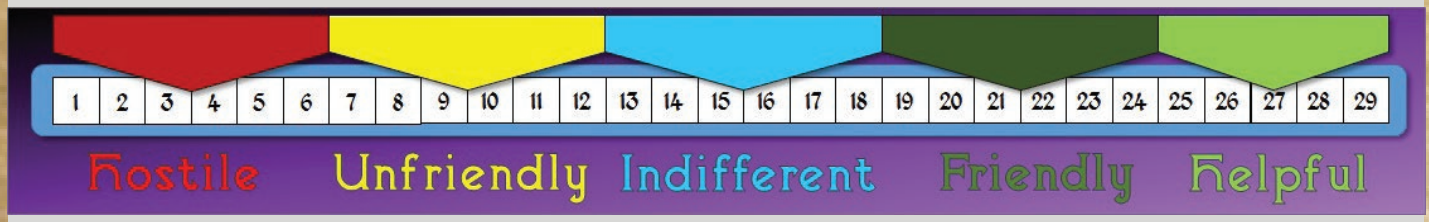


Table 30: Attitude Modifiers for Cannock

Name	Condition	Effect	Notes
Conversation	Confronting him with the nature of Maghana's true feelings	-5	Cannock appreciates the honesty, but cannot view this as a positive thing. He would rather not have known, ultimately, and feels the worse for the interaction and burdened with the knowledge
Conversation	Mention the book "Requiem for an Ailment"found in the Library	**+2**	-
Commerce	Try to give the "Requiem for an Ailment" book to Cannock	**+5**	Cannock will conclude this book to be of the Library, and therefore will not accept it, but appreciates the gesture nev-ertheless
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other “witness” modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other “witness” modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM’s discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Extant	Party contains at least one Paladin	**+2**	Total, regardless of the number of Paladins
Extant	Party contains one or more Chaotic-aligned PCs	**-1**	Per each PC with a Chaotic alignment
Action	PCs heal or “boon” NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (max-imum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the par-ty’s own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity’s alignment (see the detect evil spell for details).

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 10 Will save to halve the damage. You can use this ability 5 times per day.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Trapfinding (Ex) You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals Xd6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able

to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Trap Sense (Ex) You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

Surprise Attack (Ex) During the surprise round, opponents are always considered flat-footed to you, even if they have acted.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Leadership You attract followers to your cause and a companion to join you on your adventure. This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Nimble Moves You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Self-Sufficient You know how to get along in the wild and how to effectively treat wounds.: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Treasure

On his person, **Cannock** wears priestly garb (well-made but otherwise unremarkable) and bears a silver Holy Icon (15 gp). In his office is a *+1 short sword* and a masterwork dagger from his adventuring days. In his room is his *+1 padded leather armor* and a leather sack containing two *potions of cure light wounds* (CL4). If he is forewarned as to approaching danger—for example, if the PCs start rampaging around town—he will equip all of these items. After the **Obelisk Eruption**, he will typically wear all of this equipment during the day.

Habits and Logistics

During daylight hours, **Cannock** is always in **BC-1: Zugul Church**. He's either delivering or preparing for **sermons**, speaking with townsfolk, meeting with key NPCs, or otherwise going about the business of the church. On rare occasion (**5%**), he will instead be in the **Cleric House**, helping tend to a specific matter or encouraging his faithful.

At night, he can also be found in the **Church**, though typically he will be in the **Undercroft**, or in his room.

Background

The High Priest started his adventuring life as a CN rogue, which he tries to keep secret since it is somewhat in contrast to his law-abiding and clerical life. None in town knows of his past as or his lifestyle change from being an adventurer, a rogue, and/or a **Chaotic Neutral** person.

In the Obelisk Attack

Cannock is wounded in his church, and then, helping rescue wounded villagers in the square, he is ripped apart horribly by evil creatures. Mortally wounded, he is collected in the arms of **Maghana**; he dies never realizing she loved him.

Conversation

Tell me about your church.

"Our devotion to Zugul is paramount to everything we do here. Living in the word of the Lord of Order is of utmost importance, not only to our faith, but as a means of living at peace with our fellow man."

DC 14 ***Religion*** *check:*

"While it's true that followers of Zugul have a lawful approach to things, I must admit that the fervor of the faith infuses a certain zeal in some more impressionable followers. Part of the teachings of the church are to convert these feelings into useful action, lest they emerge in a less savory, and more combative, form."

DC 18 ***Religion*** *check, or* ***Sense Motive*** *check opposed by* ***Cannock's Bluff*** *check:*

"I'll admit that we in the church of Zugul have it good, compared to those in the temple across the way. Sheergath supporters are always at odds with our efforts, with our *nature*, truly—it's really by definition, the difference between the two gods. I fear there may come a time when the difference in perspective culminates in something... less savory, more physical. I pray to Zugul that He might give us all strength enough to avoid such a catastrophe. And although my faith is solid, yet I fear it nevertheless."

What do you think of Berinncorte?

"It's a splendid town. The people are some of the most deserving, hardest-working folk you'll ever encounter. We are fortunate to have such a place of prominence, in such a place of importance."

Caerthynna Csornyl (Druid Merchant)

CR 1; **XP** 400

Description

Caerthynna is a pretty, aging elvish druid with a knack for salesmanship. She set up shop in **Town Square**, but travels quite frequently around the Realm, taking her wares with her as she does. Though an elf, and a druid, she nevertheless recognizes the need of most sentient races to enslave, destroy, and generally make occasionally-destructive use of nature and its resources, and so she wastes little time trying to change anyone's opinion, particularly in the context of trying to get them to make purchases.

Appearance

Long, straight reddish-brown hair frames a face considered cherubic for an elf. Her ears lack much of her race's typical pointiness, and she dresses in richly-embroidered or embossed armor.

Combat Tactics

Caerthynna will fight ferociously, but wisely, using magic as best she is able, and leveraging the support of the **Militia** by shouting loudly to call to them. In a severe or prolonged fight, she will call upon her fellow merchant druid **Arbelladon Moonside** for support.

Factions

Caerthynna owes no formal allegiance to a faction; while in the town, she pays her **Tribute** to **Berinncorte City** itself. In addition, she is strongly devoted to the druid sect to the north of **Berinncorte**, a region and faction which will be explored in more detail in future adventures in this **Adventure Path**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Elf; NG Medium humanoid (elf)			
Class	Druid 2	Druid 6	Druid 10	Druid 14
Initiative	**+5**	**+5**	**+5**	**+5**
Senses	**Perception** +10; **Low-Light Vision**	**Perception** +17; **Low-Light Vision**	**Perception** +23; **Low-Light Vision**	**Perception** +28; **Low-Light Vision**
Defense				
Armor Class	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 hide armor)	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 *studded leather armor +1*)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +5 *studded leather armor of determination +2*)	**AC** 18, **touch** 11, **ff** 17 (+1 Dex, +7 *glamered studded leather armor +4*)
hp / HD	**10** (2d8)-4	**17** (6d8)-12	**33** (10d8)-20	**45** (14d8)-28
Saves	**Fort** +1, **Ref** +1, **Will** +6; +2 vs. enchantment spells and effects	**Fort** +3, **Ref** +5, **Will** +9; +2 vs. enchantment spells and effects	**Fort** +7, **Ref** +6, **Will** +11; +2 vs. enchantment spells and effects ; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	**Fort** +9, **Ref** +7, **Will** +16; +2 vs. enchantment spells and effects ; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants
Offense				
Movement	**Speed** 20 ft. ; **Woodland Stride**			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** quarterstaff +0 (1d6-1/-1) or **Ranged** longbow +2 (1d8-1/x3)	**Melee** *+1 called quarterstaff* +4 (1d6/-1) or **Melee** *+1 called quarterstaff* (head 1 only) +4 (2H: 1d6) or **Ranged** longbow +5 (1d8-1/x3)	**Melee** +2/+2 *quarterstaff* +8/+3 (1d6+1/+1) or **Melee** +2/+2 *quarterstaff* (head 1 only) +8/+3 (2H: 1d6+1) or **Ranged** longbow +8/+3 (1d8-1/x3)	**Melee** *+3/+3 flaming quarterstaff* +12/+7 (1d6+2/+2) or **Melee** *+3/+3 flaming quarterstaff* (head 1 only) +12/+7 (2H: 1d6+2) or **Ranged** longbow +11/+6 (1d8-1/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Spontaneous Casting; Storm Burst (6x/day)	Spontaneous Casting; Storm Burst (7x/day)	Spontaneous Casting; Storm Burst (7x/day)	Spontaneous Casting; Storm Burst (8x/day)
Prepared Spells	**Druid (CL 2nd):** **1st** – *goodberry, magic stone* (DC 14), *obscuring mist, shillelagh* (DC 14) **0th** – *create water, detect magic, know direction, light*	**Druid (CL 6th):** **3rd** – *call lightning* (DC 17), *cloak of winds* (DC 17), *dispel magic, rain of frogs* **2nd** – *fog cloud, gust of wind* (DC 16), *hold animal* (DC 16), *spider climb* (DC 16), *web shelter* **1st** – *endure elements* (DC 15), *goodberry, magic stone* (DC 14), *obscuring mist, shillelagh* (DC 14) **0th** – *create water, detect magic, know direction, light*	**Druid (CL 10th):** **5th** – *ice storm, stoneskin* (DC 19), *wall of fire* **4th** – *air walk, ball lightning* (DC 18), *cape of wasps, ice storm, sleet storm* **3rd** – *ash storm, call lightning* (DC 17), *cloak of winds* (DC 17), *dispel magic, rain of frogs* **2nd** – *flame blade, fog cloud, gust of wind* (DC 16), *hold animal* (DC 16), *spider climb* (DC 16), *web shelter* **1st** – *endure elements* (DC 15), *goodberry, magic stone* (DC 14), *obscuring mist, shillelagh* (DC 14) **0th** – *create water, detect magic, know direction, light*	**Druid (CL 14th):** **7th** – *control weather, mass cure moderate wounds, heal* **6th** – *control winds* (DC 21), *mass cure light wounds, fire seeds, wall of stone* (DC 21) **5th** – *call lightning storm* (DC 20), *ice storm, snake staff* (DC 20), *stoneskin* (DC 20), *wall of fire* **4th** – *air walk, ball lightning* (DC 19), *bloody claws* (DC 19), *cape of wasps, ice storm, sleet storm* **3rd** – *ash storm, call lightning* (DC 18), *cloak of winds* (DC 18), *command plants* (DC 18), *dispel magic, rain of frogs* **2nd** – *flame blade, fog cloud, gust of wind* (DC 16), *hold animal* (DC 16), *spider climb* (DC 16), *web shelter* **1st** – *endure elements* (DC 15), *goodberry, magic stone* (DC 14), *obscuring mist, shillelagh* (DC 14) **0th** – *create water, detect magic, know direction, light*
Statistics				
Ability Scores	**Str** 8, **Dex** 12, **Con** 7, **Int** 14, **Wis** 17, **Cha** 14	**Str** 8, **Dex** 12, **Con** 7, **Int** 14, **Wis** 18, **Cha** 14	**Str** 8, **Dex** 12, **Con** 7, **Int** 14, **Wis** 19, **Cha** 14	**Str** 8, **Dex** 12, **Con** 7, **Int** 14, **Wis** 20, **Cha** 14
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 11	**Base Atk** +4; **CMB** +3; **CMD** 14	**Base Atk** +7; **CMB** +6; **CMD** 17	**Base Atk** +10; **CMB** +9; **CMD** 20
Feats	Improved Initiative	Alertness, Improved Initiative, Lightning Reflexes	Alertness, Fleet, Great Fortitude, Improved Initiative, Lightning Reflexes	Alertness, Fleet, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -2, Appraise +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist -2, Fly -2, Heal +8, Intimidate +2, Knowledge (Geography) +7, Knowledge (Nature) +9, Perception +10, Perform (Untrained) +2, Ride -2, Sense Motive +3, Stealth -2, Survival +10, Swim -4	Acrobatics -2, Appraise +2, Bluff +2, Climb +5, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist -2, Fly -2, Heal +13, Intimidate +2, Knowledge (Geography) +11, Knowledge (Nature) +13, Perception +17, Perform (Untrained) +2, Ride -2, Sense Motive +6, Stealth -2, Survival +15, Swim -4	Acrobatics -2, Appraise +2, Bluff +2, Climb +9, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist -2, Fly -2, Heal +17, Intimidate +2, Knowledge (Geography) +15, Knowledge (Nature) +17, Perception +23, Perform (Untrained) +2, Ride -2, Sense Motive +6, Stealth -2, Survival +19, Swim -4	Acrobatics -2, Appraise +2, Bluff +2, Climb +13, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist -2, Fly -2, Heal +22, Intimidate +2, Knowledge (Geography) +19, Knowledge (Nature) +21, Perception +28, Perform (Untrained) +2, Ride -2, Sense Motive +7, Stealth -2, Survival +24, Swim -4
Languages	Common, Druidic, Elven, Gnome, Sylvan			
Special Qualities	Bonus Wild Shape Natural Armor (2x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Weapon Familiarity, Wild Empathy +4, Woodland Stride	Bonus Wild Shape Natural Armor (6x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Weapon Familiarity, Wild Empathy +8, Wild Shape, Woodland Stride	Bonus Wild Shape Natural Armor (10x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Lightning Lord, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +12, Wild Shape, Woodland Stride	A Thousand Faces, Bonus Wild Shape Natural Armor (14x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Lightning Lord, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +16, Wild Shape, Woodland Stride
Treasure	quarterstaff; hide armor; longbow; arrows (40x) **12 sp**	*+1 called quarterstaff*; *+1 studded leather armor*; longbow; arrows (40x) **51 sp; 8 gp**	*+2/+2 quarterstaff*; *+2 studded leather armor of determination*; longbow; arrows (40x) **36 sp; 51 gp**	*+3/+3 flaming quarterstaff*; *+4 glamered studded leather armor*; longbow; arrows (40x) **12 pp; 71 gp; 17 sp**
Magic				
Spells per Day	**Druid (CL 2):** 4/3+1/0/0/0/0/0/0/0 DC: 14 + spell level	**Druid (CL 6):** 4 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15 + spell level	**Druid (CL 10):** 4 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1 / 0 / 0 / 0 DC: 15 + spell level	**Druid (CL 14):** 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

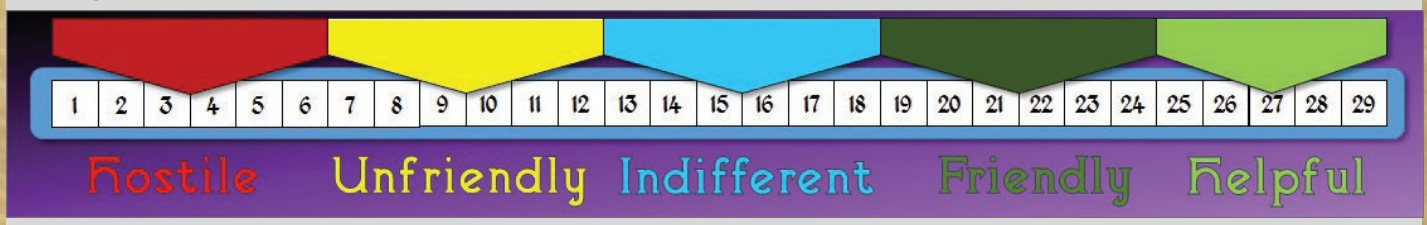


Table 31: Attitude Modifiers for Caerthynna Tsornyl

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

A Thousand Faces (Su) You have the ability to change your appearance at will, as if using the Alter Self spell, but only while in your normal form.

Bonus Wild Shape Natural Armor (14x) Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Lightning Lord (Sp) You can call down 14 bolts of lightning per day. You can call down as many bolts as you want with a single standard

action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as Call Lightning.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Storm Burst (Sp) As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+7 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability 8 times per day

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+16 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Habits and Logistics

During daylight hours, **Caerthynna** will be in her stall in **Town Square**, offering her services.

At night, she will spend her evenings in the relative security of the **Shanty Town** area of **Town Square.**

Background

Caerthynna comes from a long line of elven druid nobility, going back several generations. Her family is well-respected in the druid sects to the north, and elsewhere in the Realm. Her decision to act as a traveling spy and merchant, exploring the world in a quite unorthodox manner, was received poorly by all, and has led to her being borderline-estranged from her parents, who still hold quite prominent roles within elven druidic society.

In the Obelisk Attack

Amidst the **Eruption**, **Caerthynna** thinks only of her family, and escapes **Town Square**, leaving everything behind.

Conversation

What do you think of Berinncorte?

"Every town has its charm. I like this one for its mixture—rich and poor, powerful and weak, skilled and unskilled. All have use of nature, and its bounty, however."

Do you know anything about the strife between Zugul and Sheergath?

"It's somewhat silly, to be honest with you. Life is governed by a balance of both order and chaos, so to pretend or claim as though one should be the focus to the exclusion of the other is erratic at best. Consider nature: it abides by laws, such as plants requiring sunlight to grow. But within the context of those laws, which are required for life to occur, chaos rules—plants will grow if, when, and wherever they choose. Ask any gardener about the chaos of plants!"

What do you think of the Mayor and the government?

"She seems a fair sort, though in truth I've never spoken with her. From what folk say, and from the Militia's presence, there's safety, but I sympathize with those citizens who wonder at what cost."

Tell me about being a merchant.

"Town Square's right in the center of things, here; it's unavoidable that you'll run into all manner of folk, doing business here. It's interesting, though not always stimulating, let's say that."

Do you do any... other sorts of work on the side?

"I hunt, I fish, I try to cultivate a garden or grove or two out there beyond the walls. I travel quite a lot, from town

to town, you see, and so I put down no real roots to speak of anywhere."

Cora Brushgather (Farmer)

CR 1/3; **XP** 135

Description

A comely young halfling barely of adult age, **Cora** has yet to find her way in the world. She drifts from job to job, helping out where she can on farms, in shops, and generally struggling to make herself useful and support herself. She lives in the **Lower-Class Residential District**, but is trying to find a shop or farm that will take her in on a permanent basis.

Appearance

Diminutive even for a halfling, she has collar-length golden hair which she holds back in a bun. She dresses conservatively and typically wears a cloak, even when indoors. **Cora** has deep blue eyes and freckles across both forearms.

Combat Tactics

Cora has no combat training, and no desire to obtain any first-hand; she will flee immediately if faced with a fight and will seek out the nearest **Militia Guard Post** or authority figure. She is non-confrontational to a fault, and will try practically anything to avoid a fighting scenario.

Factions

Cora has no official affiliations with any faction. When faced with the need for **Tribute** by the authorities, she will simply give to the city itself, though she rarely volunteers this action as she hardly ever has a great deal of wealth.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Female Halfling; NG Small humanoid (halfling)			
Class	Commoner 1	Commoner 6	Commoner 12	Commoner 16
Initiative	+2	+2	+2	+2
Senses	**Perception** +0	**Perception** +6	**Perception** +10	**Perception** +12
Defense				
Armor Class	**AC** 13, **touch** 13, **ff** 11 (+1 size, +2 Dex)	**AC** 16, **touch** 14, **ff** 13 (+1 size, +2 Dex, +1 dodge, +2 leather armor)	**AC** 18, **touch** 14, **ff** 15 (+1 size, +2 Dex, +1 dodge, +4 chain shirt)	**AC** 20, **touch** 14, **ff** 17 (+1 size, +2 Dex, +1 dodge, +6 *chain shirt* +2)
hp / HD	**hp 2** (1d6)	**20** (6d6)	**43** (12d6)+6	**59** (16d6)+10
Saves	**Fort** +1, **Ref** +3, **Will** -1 +2 vs. fear	**Fort** +3, **Ref** +5, **Will** +2 +2 vs. fear	**Fort** +5, **Ref** +9, **Will** +6 +2 vs. fear	**Fort** +6, **Ref** +10, **Will** +7 +2 vs. fear
Offense				
Movement	**Speed** 25 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** sling (small) +3 (1d3-1) or **Melee** dagger (small) +0 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +3 (1d3-1/19-20)	**Ranged** sling (small) +6 (1d3-1) or **Melee** dagger (small) +3 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +6 (1d3-1/19-20)	**Melee** dagger (small) +6 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +9/+4 (1d3-1/19-20) or **Ranged** sling +2 (small) +11/+6 (1d3+1)	**Ranged** *corrosive* +2 *sling* (small) +13/+8 (1d3+2) or **Melee** +2 *dagger* (small) +11/+6 (1d3+2/19-20) or **Ranged** dagger +2 (small/thrown) +13/+8 (1d3+2/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 14, **Con** 11, **Int** 14, **Wis** 7, **Cha** 14	**Str** 8, **Dex** 14, **Con** 11, **Int** 14, **Wis** 8, **Cha** 14	**Str** 9, **Dex** 14, **Con** 11, **Int** 14, **Wis** 9, **Cha** 14	**Str** 10, **Dex** 14, **Con** 11, **Int** 14, **Wis** 9, **Cha** 14
Core Attack	**Base Atk** +0; **CMB** -2; **CMD** 10	**Base Atk** +3; **CMB** +1; **CMD** 14	**Base Atk** +6; **CMB** +4; **CMD** 17	**Base Atk** +8; **CMB** +7; **CMD** 20
Feats	Fleet	Armor Proficiency, Light, Dodge, Fleet	Armor Proficiency, Light, Dodge, Fleet, Improved Iron Will, Iron Will, Lightning Reflexes	Armor Proficiency, Light, Dodge, Fleet, Improved Iron Will, Iron Will, Lightning Reflexes, Prone Slinger, Throw Anything
Skills	Acrobatics +4, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +4, Heal -2, Intimidate +2, Knowledge (Arcana) +3, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Local) +3, Knowledge (Nature) +3, Perform (Untrained) +2, Ride +2, Sense Motive -2, Stealth +6, Survival -2, Swim -1	Acrobatics +4, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +4, Disguise +2, Escape Artist +2, Fly +4, Heal -1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +8, Knowledge (Nature) +8, Perception +6, Perform (Untrained) +2, Ride +2, Sense Motive -1, Stealth +6, Survival -1, Swim -1	Acrobatics +2, Appraise +2, Artistry +2, Bluff +2, Climb -1, Craft (Untrained) +2, Diplomacy +6, Disguise +2, Fly +2, Heal -1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +14, Knowledge (Nature) +14, Perception +10, Perform (Untrained) +2, Sense Motive -1, Stealth +4, Survival -1, Swim -3	Acrobatics +3, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +7, Disguise +2, Escape Artist +1, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +7, Knowledge (Geography) +12, Knowledge (History) +12, Knowledge (Local) +18, Knowledge (Nature) +18, Perception +12, Perform (Untrained) +2, Ride +1, Sense Motive -1, Stealth +5, Survival -1, Swim -1
Languages	Common, Dwarven, Gnome, Halfling			
Special Qualities	Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity
Treasure	dagger (small); artisan's outfit (small); sling bullets (10x); sling (small) 8 sp	dagger (small; 3x); artisan's outfit (small); leather armor (small); sling bullets (10x); sling (small) 17 sp	dagger (small; 3x); artisan's outfit (small); chain shirt (small); sling bullets (10x); *sling* +2 (small) 13 gp	+2 *dagger* (small); artisan's outfit (small); chain shirt (small); sling bullets (10x); *corrosive sling* +2 (small) 10 gp; 27 sp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

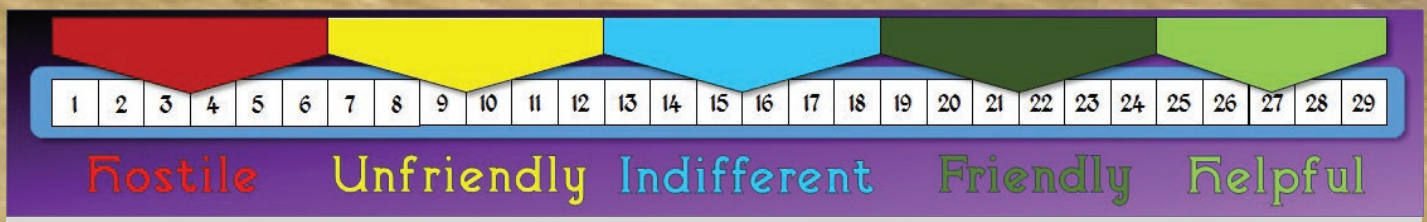


Table 32: Attitude Modifiers for Cora Brushgather

Name	Condition	Effect	Notes
Conversation	Inquire as to the resemblance of Cora to a drawing the party finds	**+5**	From Quest "Morbid Curiosity", p 273
Conversation	Bring closure to the whereabouts of Cora's sister, Dora	+5	Stacks with the previous Morbid Curiosity modifier.
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4

Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Single Simple Weapon Proficiency (Dagger) You understand how to use Dagger

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Prone Slinger Your sideways sling release allows you to launch bullets and stones even while prone. While prone, you can use a sling to make ranged attacks. [Normal] Crossbows and firearms are the only ranged weapons that can be used while prone.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Cora** will be out and about, finding work where she can. The GM is encouraged to "place" her in any random shop if the party has not encountered her otherwise via a specific quest.

At night, **Cora** is similarly aimless, often trying to find a party or a banquet meal of which she can partake without paying. She's often to be found in the **Tavern**, though she's aware that an attractive young woman on her own is not always safest in such an establishment. When at the **tavern**, she never drinks to excess, and always tries to keep her wits about her.

Background

Cora grew up on a farm not far outside of the city. Her parents passed away a few years ago; though she tried to keep the farm going, she's not meant for such work, at least not on her own. With little other options, she left the farm to seek out a more successful life in the city; the farm with its meager shack of a farmhouse still sits, a few hours' walk away from the city, forgotten and moldering.

Despite her humble upbringing and the borderline-poverty of her current circumstances, **Cora** is far from stupid, and secretly longs for an opportunity to be of use in the **Library**.

In the Obelisk Attack

Cora survives the attack, and thrives. She had just been entering the **Library** when the **Obelisk Eruption** took place; when **Gunnloda Balderk** dies in the attack, **Cora** steps in, makes herself useful, and soon takes over the position and the general day-to-day running of the establishment.

Though the circumstances are truly horrible, she couldn't be happier with the change in her personal lifestyle.

Conversation

What do you think of Berinncorte?

"It's okay." *She shrugs.* "Seems there's not much opportunity to find success. Least, not for everyone."

Do you know anything about the strife between Zugul and Sheergath?

"No. You mean the churches? Do you mean they're... what, at war?" *She clearly does not know what you are talking about.*

What do you think of the Mayor and the government?

"It seems a peaceful enough place, but there are times I... I feel afraid. You know, alone in the city. Not always so... hospitable, it seems."

Tell me about your work.

"It's anything that pays. I've cleaned, served, helped with shops, butchery, farming... you name it. Nobody's got so much need, though, for someone full-time; just a day here, a day there, and I feed myself well enough." *Her stomach rumbles pointedly.* "Most of the time."

Do you do any... other sorts of work on the side?

"What exactly do you mean by that?" *She looks equal parts offended and terrified.* "Things may not be that great right now, but I would never resort to... other means... of employment." *A* ***Diplomacy*** *check at DC 14, assuring her that is not what you had in mind, is required to avoid* ***Cora's Attitude*** *turning to* ***Unfriendly*** *at this point.*

Diplomacy *check at DC 16*:

"Well, I can't say it's true, but I do hear things from time to time." *The succeeding PC may make a free roll on* ***the Rumors and Tales*** *table, but* ***Cora*** *doesn't know whether the conveyed information is true.*

Daratis (Seamstress)

CR 1/2; **XP** 200

Description

Daratis does a fine job serving the city's clothing and textiles needs. She and her husband **Otibus** work together and alone at the shop. She and her husband tan hides in her farmhouse outside of town; in-town, she does the majority of clothing and non-metal armor manufacture and repair.

Appearance

A middle-aged gnome with a heart of gold, **Daratis** gets in trouble with her husband from time to time for being too generous. He keeps the books and manages the money, and when his well-meaning wife gives away clothing and supplies to needy or impoverished patrons, it enrages him to no end. At the end of the day, the gray-haired, dimpled, and wart-nosed seamstress has a warm place in nearly every-one's hearts; to a person, she reminds them of a grandmother or distant relation.

Combat Tactics

The seamstress will avoid conflict at all costs, though she will gruffly ask you to leave if you cause trouble in her shop, or threaten innocents or her husband. The only scenario in which she will willingly fight to the death is if her husband is imperiled; outside of that, she will flee immediately and seek the authorities, running to the **Garrison/Barracks** or the nearest **Militia Guard Post**.

Factions

Daratis has several times been approached by members of various textiles, clothing, fashion, and materials guilds, but has turned all of them away, not unkindly. She just has all the business she can handle right now, as she is, and would rather avoid additional fuss and bother.

She is a devout follower of **Zugul**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Female Gnome; LG Small humanoid (gnome); middle-aged			
Class	Expert 2	Expert 6	Expert 12	Expert 16
Initiative	+2	+2	+2	+2
Senses	**Perception** +7; **Low-Light Vision**	**Perception** +11; **Low-Light Vision**	**Perception** +17; **Low-Light Vision**	**Perception** +21; **Low-Light Vision**
Defense				
Armor Class	**AC** 13, **touch** 13, **ff** 10 (+1 size, +2 Dex)	**AC** 15, **touch** 13, **ff** 13 (+1 size, +2 Dex, +2 leather armor (small))	**AC** 18, **touch** 14, **ff** 15 (+1 size, +2 Dex, +1 dodge, +4 *studded leather armor +1* (small))	**AC** 20, **touch** 14, **ff** 17 (+1 size, +2 Dex, +1 dodge, +6 *studded leather armor +3* (small))
hp / HD	**6** (2d8)+2	**24** (6d8)+6	**63** (12d8)+12	**87** (16d8)+16
Saves	**Fort** +1, **Ref** +2, **Will** +3 +2 vs. illusion spells or effects	**Fort** +5, **Ref** +6, **Will** +5 +2 vs. illusion spells or effects	**Fort** +7, **Ref** +8, **Will** +8 +2 vs. illusion spells or effects	**Fort** +8, **Ref** +9, **Will** +10 +2 vs. illusion spells or effects
Offense				
Movement	**Speed** 25 ft.			
Attacks	**Melee** dagger (small) +1 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +4 (1d3-1/19-20)	**Melee** *+1 dagger* (small) +5 (1d3/19-20) or **Ranged** *+1 dagger* (small/thrown) +8 (1d3/19-20) or **Ranged** sling (small) +7 (1d3-1) or **Melee** dagger (small) +4 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +7 (1d3-1/19-20)	**Ranged** sling (small) +12 (1d3) or **Melee** *+2 dagger* (small) +13/+8 (1d3+2/19-20) or **Ranged** *+2 dagger* (small/thrown) +15/+10 (1d3+2/19-20) or **Melee** dagger (small) +11/+6 (1d3/19-20) or **Ranged** dagger (small/thrown) +13/+8 (1d3/19-20)	**Ranged** sling (small) +15 (1d3) or **Melee** *+3 dagger* (small) +17/+12/+7 (1d3+3/19-20) or **Ranged** *+3 dagger* (small/thrown) +19/+14/+9 (1d3+3/19-20) or **Melee** dagger (small) +14/+9/+4 (1d3/19-20) or **Ranged** dagger (small/thrown) +16/+11/+6 (1d3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			

	Low	Moderate	Advanced	Elite
Prepared Spells	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (DC 11, 1x/day); *prestidigitation* (DC 11, 1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (DC 11, 1x/day); *prestidigitation* (DC 11, 1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (DC 11, 1x/day); *prestidigitation* (DC 11, 1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (DC 11, 1x/day); *prestidigitation* (DC 11, 1x/day); *speak with animals* (1x/day)
Statistics				
Ability Scores	**Str** 8, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12	**Str** 9, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12	**Str** 10, **Dex** 15, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12	**Str** 11, **Dex** 15, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12
Core Attack	**Base Atk** +1; **CMB** -1; **CMD** 11	**Base Atk** +4; **CMB** +2; **CMD** 14	**Base Atk** +9; **CMB** +8; **CMD** 21	**Base Atk** +12; **CMB** +13; **CMD** 24
Feats	Armor Proficiency, Light, Fleet, Simple Weapon Proficiency	Armor Proficiency, Light, Fleet, Great Fortitude, Lightning Reflexes, Simple Weapon Proficiency	Armor Proficiency, Light, Dodge, Fleet, Great Fortitude, Lightning Reflexes, Simple Weapon Proficiency, Throw Anything, Weapon Focus (Dagger)	Agile Maneuvers, Armor Proficiency, Light, Dodge, Fleet, Great Fortitude, Lightning Reflexes, Run, Simple Weapon Proficiency, Throw Anything, Weapon Focus (Dagger)
Skills	Acrobatics +2, Appraise +7, Artistry +2, Bluff +6, Climb -1, Craft (Baskets) +7, Craft (Cloth) +7, Craft (Clothing) +9, Craft (Leather) +7, Craft (Untrained) +2, Diplomacy +6, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride +2, Stealth +6, Swim -1	Acrobatics +2, Appraise +11, Artistry +2, Bluff +10, Climb -1, Craft (Baskets) +11, Craft (Cloth) +11, Craft (Clothing) +13, Craft (Leather) +11, Craft (Untrained) +2, Diplomacy +10, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +4, Perception +11, Perform (Untrained) +1, Ride +2, Stealth +6, Swim -1	Acrobatics +2, Appraise +17, Artistry +2, Bluff +16, Craft (Baskets) +17, Craft (Cloth) +17, Craft (Clothing) +19, Craft (Leather) +17, Craft (Untrained) +2, Diplomacy +16, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +8, Perception +17, Perform (Untrained) +1, Ride +2, Stealth +6	Acrobatics +2, Appraise +21, Artistry +2, Bluff +20, Craft (Baskets) +21, Craft (Cloth) +21, Craft (Clothing) +23, Craft (Leather) +21, Craft (Untrained) +2, Diplomacy +20, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +14, Perception +21, Perform (Untrained) +1, Ride +2, Stealth +6
Languages	Common, Dwarven, Elven, Gnome, Sylvan			
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity
Treasure	dagger (small); artisan's outfit (small) 2 sp	*+1 d*agger (small); dagger (small; 2x); leather armor (small); sling (small); sling bullets (20x); artisan's outfit (small) 12 sp	*+2 dagger* (small); dagger (small; 2x); *+1 studded leather armor* (small); sling (small); sling bullets (20x); artisan's outfit (small) 6 gp; 8 sp	*+3 dagger* (small); dagger (small; 2x); *+3 studded leather armor* (small); sling (small); sling bullets (20x); artisan's outfit (small) 19 gp; 34 sp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

Table 33: Attitude Modifiers for Daratis

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Dagger) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Daratis** can be found in the front of her shop, tending to business. On rare occasion (5%), she will be in the **Town Square**, purchasing supplies or bartering her wares.

At night, **Daratis** will always be in her shop, usually finishing the day's work or sleeping.

Background

Daratis and her husband moved to **Berinncorte** over twenty years ago, taking over the textiles shop from its previous owner, a merchant who had been a good trader but a horrible clothes-maker. The merchant died a few months prior to their arrival, and so the town was eager for a replacement; **Daratis** claims to this day that the gods themselves smiled upon them with fortune, that such a coincidence should occur.

She is otherwise exactly what she appears, though she always did want to be an adventurer, a factoid she will volunteer with almost no prodding when she converses a group of adventurers just starting their careers. She attends the **Zugul Church** constantly, and wishes they would go farther in their preaching and public acts; if she has a "secret", it's that she would prefer the church take over the Mayor's house.

Daratis also wishes **Otibus** would come to church more often; he grudgingly goes a few times a month; more if he's in a good mood.

In the Obelisk Attack

Regrettably, the seamstress is in the **Town Square** when the **Obelisk Erupts**, and is slain instantly by the obelisk itself. Her husband, stricken, takes over the shop, applying what comparatively meager skill he has learnt from his wife in sober memorial to her skill.

Conversation

What do you think of Berinncorte?

"Oh, it's just such a *lovely* place! So lucky, we are, that we ended up here, right Otibus? Ah, he can't hear us anyway; always has his head in the books, he does."

Do you know anything about the strife between Zugul and Sheergath?

"The only strife I'd say is justified is the color scheme that temple has. Ghastly, you ask me; they could do far better, but I suppose it's not up to them, so much as the gods, is it? Sheergath must have quite the power in other ways, to have gone with such a horrid palette for her sigil!"

What do you think of the Mayor and the government?

"**Symms** does a good job, and I like her. Though you would *think* a women of her stature, of her position, would want more in the way of fancy ball gowns and the like. I hardly ever see the Mayor in our shop, and then only to mend an existing item; I can't for the life of me picture why she doesn't get dolled up from time to time. I mean, we're basically paupers, we are, and *I* still like the odd bit of sparkle, don't I, dear? Otibus? Ah, he's going deaf, I swear it."

Tell me about being a seamstress.

"You know, those fancy-pants guilds would have you use the fancy-pants expression 'textile artisan', but me, that's just hogwash. I make clothes, so I do, and at the risk of tooting my own trumpet, I'm not all that bad at it, I'll have you know. It's fine work, it is, and a glorious thing to know most everyone in town is walking around all gussied up in

something you yourself made them."

Do you do any... other sorts of work on the side?

"Like what, do you mean? Drugs? Potions? You'll want to see Aramil about that. I don't go in for that creepy stuff, and besides, we've all the work we can handle as it is, isn't that right, love? Love? Lovely-toot? Ah, he's all but clumped-up in the ears, is my dear Otibus."

(If any party member has a non-metal garment worth more than 500 gp):

"Ah! Come here a sec, would you, dearie? I'd love to see that up close. Not you; the thing what is you're wearing! Let me see." *Assuming the PC allows her to get close and take a look, or if the PC takes the garment off and shows her:* "Whew, but that is fine!" ***Daratis*** *immediately increases her* ***Attitude*** *toward the party to* ***Helpful*** *if they let her take a look.*

Debran Ormrick (Militia Treasurer)

CR 2; **XP** 600

Description

Debran is the treasurer of the **Berinncorte Militia**. He controls the purse strings of the town's security forces... and, to an increasing degree, the city itself. Well-liked and respected in both the **Militia** as well as the government, **Debran** has used his influence and power to skim quite a bit of money from the coffers of both establishments over the past ten years.

His profit-skimming is well-hidden. At the GM's option, the PCs would require full and prolonged access to all financial records. Each day during which a PC studies the records, they may make an opposed skill check: the PC's raw **Intelligence**, **Profession (Solider)**, or **Knowledge (Local)** opposed by **Debran's Profession (Soldier)** skill. Success on a given day means progress has been made, but the PC must continue studying. Three successively successful skill checks in this manner are required to gain a hunch as to how the money has been taken; five wins are needed to identify firm proof. **Debran's** focused and labyrinthine manipulations are such that any failed skill check along the way will "reset" the count of wins, and the PC will have to start all over again.

It should be noted that nobody in either the **Militia** or the town government suspects any wrongdoing whatsoever—the finances have been handled impeccably well under **Debran's** watch, and neither organization feels as though they have ever wanted for resources, so there is little cause for suspicion.

Appearance

At first glance, **Debran** may not seem a solider: he's more charismatic and nimble than brutish, and he looks like he could barely hold a sword. He may not even seem tiefling, either: his *hat of disguise* is used to appear as a human; without it, he still appears mostly human, apart from the cloven hooves and red skin of his race. He tends to opt out of the uniform of his office, preferring instead to dress conservatively, but fastidiously, aside from a large garnet amulet he keeps enchanted to *seem* like a powerful magic item—in game terms, the jewelry confers no mechanical benefit.

Combat Tactics

Debran's goals are of the long-viewed sort; despite his membership in the militia, he does not enjoy armed conflict and will avoid it at all costs.

No physical combatant, **Debran** will seek to avoid melee to the extent possible. He will try to use his enchantment spells to either avoid conflict altogether, escape, or subdue the most powerful adversaries he faces. If confronted on his own, he will attempt to flee; if escape seems impossible, he will attempt to enchant or disable the most melee-prone enemies and then focus ranged attacks on ranged enemies.

If attacked in the presence of fellow **Militia** members, close by a **Guard Post**, or within running distance of the **Garrison/Barracks**, he will scream for help, typically enlisting the impromptu involvement of 2d6+2 **Berinncorte Militia**. As treasurer, he is well-known to all militia members, and although some may snicker at his arcane preferences and poke fun at his lack of martial prowess, they will immediately put aside such chicanery in the defense of a threatened comrade.

Factions

Berinncorte Militia, as its treasurer.

Secretly, also a member of another faction with influence and presence outside **Berinncorte**, beyond the scope of this adventure.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Tiefling; CN Medium outsider (native)			
Class	Enchanter 2 / Fighter 1	Enchanter 4 / Fighter 2	Enchanter 9 / Fighter 3	Enchanter 12 / Fighter 4
Initiative	+1	+1	+2	+2
Senses	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.; **Aura of Despair**	**Perception** +0; **Darkvision** 60 ft.; **Aura of Despair**
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 12, **touch** 12, **ff** 10 (+1 Dex, +1 dodge)	**AC** 18, **touch** 12, **ff** 16 (+1 Dex, +1 dodge, +6 agile breastplate)	**AC** 24, **touch** 13, **ff** 23 (+1 Dex, +1 dodge, +13 *agile half-plate armor of insight +3 (+3 AC)*)
hp / HD	**11** (2d6)+(1d10)-1	**21** (4d6)+(2d10)-2	**44** (9d6)+(3d10)-3	**62** (12d6)+(4d10)-4
Saves	**Fort** +1, **Ref** +1, **Will** +3	**Fort** +3, **Ref** +2, **Will** +4; +1 Will vs. fear	**Fort** +5, **Ref** +6, **Will** +7; +1 Will vs. fear	**Fort** +7, **Ref** +7, **Will** +9; +1 Will vs. fear
Defensive Abilities	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 20 ft.			
Attacks	**Ranged** light crossbow +3 (1d8/19-20), within 30 ft. +4 (1d8+1) or **Melee** dagger +0 (1d4-2/19-20) or **Ranged** dagger (thrown) +3 (1d4-1/19-20), within 30 ft. +4 (1d4-1) or **Melee** greatsword +0 (2H: 2d6-2/19-20)	**Ranged** *+1 light crossbow* +6 (1d8+1/19-20), within 30 ft. +7 (1d8+2) or **Melee** dagger +2 (1d4-2/19-20) or **Ranged** dagger (thrown) +5 (1d4-1/19-20), within 30 ft. +6 (1d4-1) or **Melee** greatsword +2 (2H: 2d6-2/19-20)	**Ranged** *+2 seeking light crossbow* +11/+6 (1d8+2/19-20), within 30 ft. +12/+7 (1d8+3) or **Melee** dagger +5/+0 (1d4-2/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4-1/19-20), within 30 ft. +10/+5 (1d4-1) or **Melee** *+1 greatsword* +6/+1 (2H: 2d6-1/19-20)	**Ranged** *+1 impervious nimble shot light crossbow* +13/+8 (1d8+1/19-20), within 30 ft. +14/+9 (1d8+2) or **Melee** *+2 bleeding spiked gauntlet* +10/+5 (1d4) or **Melee** dagger +8/+3 (1d4-2/19-20) or **Ranged** dagger (thrown) +12/+7 (1d4-1/19-20), within 30 ft. +13/+8 (1d4-1) **Melee** *+2 keen lifesurge greatsword* +10/+5 (2H: 2d6/17-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Dazing Touch	Dazing Touch	Dazing Touch	Dazing Touch
Prepared Spells	**Innate Spell-Like Abilities:** *darkness* (1x/day) **Enchanter (CL 2nd):** **1st** – *charm person, hypnotism, moment of greatness, sleep* **0th** – *daze, detect magic, light, read magic*	**Innate Spell-Like Abilities:** *darkness* (1x/day) **Enchanter (CL 4th):** **2nd** – *daze monster, fumble, qualm, touch of idiocy* **1st** – *charm person, hypnotism, lock gaze, moment of greatness, sleep* **0th** – *daze, detect magic, light, read magic*	**Innate Spell-Like Abilities:** *darkness* (1x/day) **Enchanter (CL 9th):** **5th** – *feeblemind, hold monster* **4th** – *charm monster, daze (mass), detect scrying, geas (lesser)* **3rd** – *hold person (3x), rage, suggestion* **2nd** – *arrow eruption, compassionate ally, daze monster, fumble, qualm, touch of idiocy* **1st** – *cause fear, charm person, hypnotism, lock gaze, moment of greatness, sleep* **0th** – *daze, detect magic, light, read magic*	**Innate Spell-Like Abilities:** *darkness* (1x/day) **Enchanter (CL 12th):** **6th** – *fumble (mass), geas/guest, suggestion (mass)* **5th** – *curse of disgust, feeblemind, hold monster, mind fog* **4th** – *charm monster, daze (mass; 2x), detect scrying, geas (lesser)* **3rd** – *deep slumber, hold person (3x), rage, suggestion* **2nd** – *arrow eruption, compassionate ally, daze monster, fumble, qualm, touch of idiocy* **1st** – *cause fear, charm person, hypnotism, lock gaze, magic missile, moment of greatness, sleep* **0th** – *daze, detect magic, light, read magic*
Statistics				
Ability Scores	**Str** 7, **Dex** 13, **Con** 9, **Int** 17, **Wis** 10, **Cha** 17	**Str** 7, **Dex** 13, **Con** 9, **Int** 18, **Wis** 10, **Cha** 17	**Str** 7, **Dex** 14, **Con** 9, **Int** 19, **Wis** 10, **Cha** 17	**Str** 7, **Dex** 14, **Con** 9, **Int** 20, **Wis** 10, **Cha** 17
Core Attack	**Base Atk** +2; **CMB** +0; **CMD** 11	**Base Atk** +4; **CMB** +2; **CMD** 14	**Base Atk** +7; **CMB** +5; **CMD** 18	**Base Atk** +10; **CMB** +8; **CMD** 23

	Low	Moderate	Advanced	Elite
Feats	Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll	Dodge, Focused Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll	Arcane Armor Training, Combat Casting, Discovery (Fast Study), Dodge, Focused Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Spell Focus (Enchantment)	Arcane Armor Mastery, Arcane Armor Training, Clustered Shots, Combat Casting, Craft Magic Arms and Armor, Discovery (Fast Study), Dodge, Focused Shot, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Spell Focus (Enchantment)
Skills	Acrobatics -2, Appraise +8, Artistry +3, Bluff +7, Climb -5, Craft (Un-trained) +3, Diplomacy +5, Disguise +3, Escape Artist -2, Fly -2, Intimi-date +11, Knowledge (Ar-cana) +9, Knowledge (Local) +8, Perform (Un-trained) +3, Profession (Soldier) +6, Ride -2, Spellcraft +8, Swim -5	Acrobatics -2, Appraise +13, Artistry +4, Bluff +7, Climb -5, Craft (Un-trained) +4, Diplomacy +5, Disguise +3, Escape Artist -2, Fly -2, Intimi-date +14, Knowledge (Ar-cana) +13, Knowledge (Geography) +9, Knowledge (Local) +11, Perform (Untrained) +3, Profession (Soldier) +9, Ride -2, Spellcraft +13, Swim -5	Acrobatics -4, Appraise +19, Artistry +4, Bluff +8, Climb -5, Craft (Un-trained) +4, Diplomacy +6, Disguise +3, Escape Artist -4, Fly -4, Intimi-date +21, Knowledge (Ar-cana) +19, Knowledge (Geography) +12, Knowledge (Local) +14, Perform (Untrained) +3, Profession (Soldier) +15, Ride -4, Spellcraft +19, Stealth -2, Swim -8	Acrobatics -4, Appraise +24, Artistry +5, Bluff +9, Climb -5, Craft (Un-trained) +5, Diplomacy +7, Disguise +3, Escape Artist -4, Fly -4, Intimi-date +26, Knowledge (Arcana) +24, Knowledge (Dungeoneering) +12, Knowledge (Engineer-ing) +14, Knowledge (Geography) +18, Knowledge (Local) +20, Perform (Untrained) +3, Profession (Soldier) +19, Ride -4, Spellcraft +24, Stealth -2, Swim -8
Languages	Common, Abyssal, Dwarven, Halfling, Infernal	Common, Abyssal, Dwarven, Halfling, Infernal, Elven	Common, Abyssal, Dwarven, Halfling, Infernal, Elven	Common, Abyssal, Dwarven, Halfling, Infernal, Elven, Gnome
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Darkvision, Earth Opposi-tion School, Enchanting Smile, Enchantment School, Fiendish Lan-guage, Fiendish Re-sistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Bravery, Cantrips, Darkvision, Earth Opposition School, Enchanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Armor Training, Aura of Despair, Bonded Object, Bonus Feats, Bo-nus Feats, Bravery, Can-trips, Darkvision, Earth Opposition School, En-chanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Armor Training, Aura of Despair, Bonded Object, Bonus Feats, Bo-nus Feats, Bravery, Can-trips, Darkvision, Earth Opposition School, En-chanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability

	Low	Moderate	Advanced	Elite
Treasure	*hat of disguise; sheath of bladestealth;* greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; light crossbow; repeating crossbow bolts (10x) 82 gp	*hat of disguise; sheath of bladestealth;* greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; *+1 light crossbow*; repeating crossbow bolts (10x) 34 pp; 87 gp	*hat of disguise; sheath of bladestealth; +1 greatsword*; dagger (5x); masterwork amulet; soldier's uniform; spellbook; *+2 seeking light crossbow*; repeating crossbow bolts (10x); agile breastplate square emerald (186 gp); 52 pp; 120 gp	*hat of disguise; sheath of bladestealth; +2 keen lifesurge greatsword*; dagger (5x); masterwork amulet; soldier's uniform; spellbook; *+1 impervious nimble shot light crossbow*; *+3 repeating crossbow bolts* (10x); *+2 bleeding spiked gauntlet; +3 agile half-plate armor of insight (+3 AC)* oval-cut amethyst (36 gp); triangle-cut ruby (172 gp); 60 pp; 82 gp
Magic				
Spells per Day	**Enchanter (CL 2nd):** 4+0 / 3+1 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	**Enchanter (CL 4th):** 4+0 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 15 + spell level	**Enchanter (CL 9th):** 4+0 / 5+1 / 5+1 / 4+1 / 3+1 / 1+1 / 0 / 0 / 0 DC 15 + spell level	**Enchanter (CL 12th):** 4+0 / 6+1 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1 / 0 / 0 DC 16 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

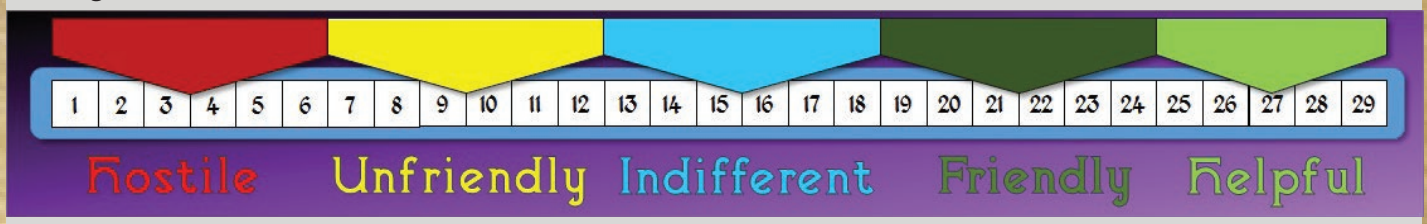


Table 34: Attitude Modifiers for Debran Ormrick

Name	Condition	Effect	Notes
Commerce	Outright bribe	+1 per 100 gp given	Maximum effect +5 for 500 gp
Conversation	Each successful skill check in conversation	**-1**	Debran will get more concerned about the party as they are more successful at getting him to reveal information
Conversation	Question how he's in the Militia given his lack of physical prowess	**-2**	Debran does not take this slight personally; he simply thinks less of the party for having asked it
Extant	Party contains any members whose Intelligence or Wisdom scores are above 16	**+1 per point above 16**	Stacks across PCs and Ability Scores. For example, if the party contains a Wizard with an INT of 20, and a Cleric with an INT of 17 and a WIS of 18, the total Attitude Modifier here is +7.
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Aura of Despair (Su) You can emit a 30-foot aura of despair for 12 rounds per day. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Bravery (Ex) You gain a +1 bonus to Will saves against fear effects.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dazing Touch (Sp) You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 12 hit dice are unaffected. You may use this ability 8 times per day.

Earth Opposition School You have chosen earth spells as an opposition school. Preparing an earth spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an earth spell as a prerequisite.

Enchanting Smile (Su) You gain a +4 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks.

Enchantment School You have chosen to specialize in enchantment spells.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Feats

Arcane Armor Mastery You have mastered the ability to cast spells while wearing armor. As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

Arcane Armor Training You have learned how to cast spells while wearing armor. As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Craft Magic Arms and Armor You can create magic armor, shields, or weapons. You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Chapter 15 for more information. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

Discovery (Fast Study) You can prepare all your spells in 15 minutes. Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Focused Shot Your anatomical insight adds deadliness to your shots. As a standard action, you may make an attack with a bow or crossbow and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Enchantment) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Habits and Logistics

During daylight hours, **Debran** will likely be somewhere in the **Garrison/Barracks**, tending to business and duties. Most of his duties involve bookkeeping, but occasionally he will consult with others in the Militia, discussing materials needs with the armsmaster, for example. Some (**15%**) of his time is spent at the **Town Square**, shopping for supplies.

At night, the tiefling typically hits the **Tavern**, or stays in to finish work before the next day. Like most in the Militia, he sleeps in common quarters in the **Barracks**.

Background

Debran's gifted skimming is to a higher, or at least greater, purpose: a brothel of growing repute in a town a few day's ride from **Berinncorte**.

Though this establishment—and the town in which it sits—are beyond the scope of this adventure, the GM may wish to note that despite its tradecraft, the brothel is a well-intentioned establishment that treats its employees well, giving them training in skills beyond the realm of their immediate purpose. The tiefling's involvement is to help things improve, both for the brothel, its employees, and its city.

In the Obelisk Attack

Debran survives the attack unscathed. His background and nature make him well-suited to the sudden attack, and although he tends to be a better bookkeeper and politician than combatant, he is of great assistance during the fighting that emerges after the **Obelisk Eruption**.

Conversation

What do you think of Berinncorte?

"A fine city, with, of course, a robust and effective militia."

Do you know anything about the strife between Zugul and Sheergath?

"Between law and chaos? Or between these two churches? Or the buildings? Or do you mean between Cannock and Larissa? Because those are all quite separate questions, I'm afraid. Ultimately, no matter which of those you think you mean, you're really asking about law versus chaos. And although I have my own views on the matter, to be sure, I'm not so certain that's why you're asking. I don't think the matter will be resolved in our time... but what plays out in Berinncorte may signal a broader change in the realm. Who can say?"

What do you think of the Mayor and the government?

"She likes law and order, so she keeps us employed. But the general populace, I'm not so sure they *do* like law and order, so we're not just employed, we're busy. Hey, there are worse lives."

Tell me about being treasurer.

"It's about what you'd expect—facts and figures, numbers, that sort of thing. I'm no stranger to magic, but I've yet to find the spell that makes it any easier. Maybe a *read magic* spell? Hm, maybe that would help with accounting. I'm joking, but now that I say that aloud, I might even try it later. With me in the books and everyone else out there on the streets actually doing real work, you can imagine how rarely I get to cast spells!"

Do you do any... other sorts of work on the side?

"What an interesting question. It's even more interesting that you're asking it of a member of the town Militia. You know, I've been in some towns where merely asking that sort of question of the wrong people could get you arrested." *He laughs heartily.* "Though not here, of course."

Denzys (Preacher of Sheergath

CR 3; **XP** 800

Description

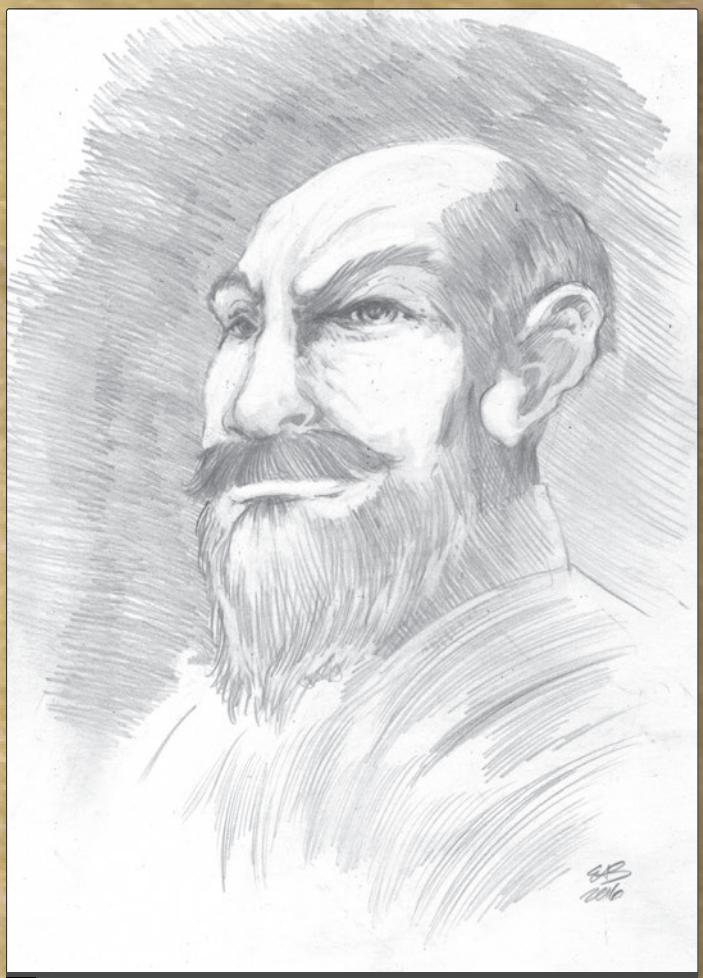
He and **Larissa the Elder** maintain a loose flock of between 10-50 brethren, depending on how things are going: in a bad economy, his numbers surge. Things are fairly good now, but even small numbers of his disciples rankle at the perceived order and lawfulness of the town. In particular, **Mayor Symms** and her perfectionist approach to running the town irritate the **Preacher**; he views her and the **High Priest** as being in cahoots... and if pressed, insinuates that he believes the two to be having an affair.

Appearance

A grim man with little smile, his face seems persistently caught mid-smirk, as though **Denzys** has just now figured out a way to get the better of you... a secret that he plans to lord over you in ways that work to his will. He's a fine orator, and a motivational leader, but only to those whose predilections already lean toward his faith and its aims. With a bit of early-onset male-pattern baldness, he's chosen to shave his head entirely, save for a bit of scruff around each ear—this makes him seem both older than he actually is, and (because it suits his head shape ill) less wise as a result.

Combat Tactics

Denzys is willing to fight, and at times, feels like he's itching for one. But when faced with an option, he'll tend to bluff, sabre-rattling as a means of intimidation, but ultimately keeping his weapon sheathed in favor or a more diplomatic solution. Defense of his church, innocents, or of anyone else, doesn't really motivate him from a life-and-death standpoint... save for **Mayor Symms**, whom he will defend to the death if circumstances present themselves that way. He's gruff bravado, with little actual hands-on experience to back it up.



Factions

Sheergath Temple, as its main Preacher, and effectively its second-in-command behind **Larissa**.

Over the years, he's been tempted toward more nefarious groups, but has sworn allegiance to none of them.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 14; **XP** 38,400	**CR** 17; **XP** 102,400
Sex / Race	Male Human; CG Medium humanoid (human)			
Class	Cleric 4	Cleric 9	Cleric 15	Cleric 18
Initiative	+1	+1	+5	+5
Senses	**Perception** +2	**Perception** +7	**Perception** +17	**Perception** +22
Defense				
Armor Class	**AC** 12, **touch** 12, **ff** 10 (+1 Dex, +1 dodge)	**AC** 15, **touch** 12, **ff** 13 (+1 Dex, +1 dodge, +3 *leather armor +1*)	**AC** 17, **touch** 12, **ff** 15 (+1 Dex, +1 dodge, +5 *studded leather armor +2*)	**AC** 20, **touch** 12, **ff** 18 (+1 Dex, +1 dodge, +8 *chain shirt +4*)
hp / HD	**33** (4d8)+10	**77** (9d8)+25	**125** (15d8)+37	**144** (18d8)+43
Saves	**Fort** +6, **Ref** +2, **Will** +6	**Fort** +10, **Ref** +6, **Will** +11	**Fort** +13, **Ref** +8, **Will** +14	**Fort** +15, **Ref** +9, **Will** +17
Defensive Abilities				
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** morningstar +3 (1d8) or **Ranged** sling +4 (1d4)	**Ranged** sling +7 (1d4) or **Melee** +2 *morningstar* +8/+3 (1d8+2)	**Ranged** sling +12 (1d4) or **Melee** *anarchic* +2 *morningstar* +13/+8/+3 (1d8+2/19-20)	**Ranged** sling +14 (1d4) or **Melee** *+3 flaming burst morningstar* +16/+11/+6 (1d8+3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Cleric (CL 4th):** **2nd -** *calm emotions, darkness, enthrall* **1st -** *doom, inflict light wounds, obscuring mist, summon monster I* **0th -** *detect magic, light, read magic, resistance*	**Cleric (CL 9th):** **5th –** *scrying* **4th -** *cure critical wounds, discern lies* **3rd -** *cure serious wounds, remove curse, remove disease, searing light* **2nd -** *calm emotions, cure moderate wounds, darkness, enthrall, hold person* **1st -** *detect law, doom, inflict light wounds, obscuring mist, summon monster I* **0th -** *detect magic, light , read magic, resistance*	**Cleric (CL 15th):** **7th -** *destruction, word of chaos* **6th -** *banishment, heal, undeath to death* **5th -** *cure light wounds (mass), holy ice, pillar of life, scrying* **4th -** *chaos hammer, cure critical wounds, discern lies, magic weapon (greater)* **3rd -** *cure serious wounds, remove curse, remove disease, searing light, summon monster III* **2nd -** *calm emotions, cure moderate wounds, darkness, enthrall, hold person* **1st -** *detect law, doom, inflict light wounds, obscuring mist, summon monster I* **0th -** *detect magic, light, read magic, resistance*	**Cleric (CL 18th):** **8th -** *cure critical wounds (mass), fire storm, holy aura* **7th -** *destruction, regenerate, word of chaos* **6th -** *banishment, heal, summon monster VI, undeath to death* **5th -** *cure light wounds (mass), holy ice, pillar of life, scrying* **4th -** *chaos hammer, cure critical wounds, discern lies, forceful strike, magic weapon (greater)* **3rd -** *cure serious wounds, remove curse, remove disease, searing light, summon monster III* **2nd -** *calm emotions, cure moderate wounds, darkness, enthrall , hold person* **1st -** *detect law, doom, inflict light wounds, obscuring mist, summon monster I* **0th -** *detect magic, light, read magic, resistance*
Statistics				
Ability Scores	**Str** 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 15, **Cha** 12	**Str** 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 16, **Cha** 12	**Str** 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 17, **Cha** 12	**Str** 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 18, **Cha** 12
Core Attack	**Base Atk** +3; **CMB** +3; **CMD** 15	**Base Atk** +6; **CMB** +6; **CMD** 18	**Base Atk** +11; **CMB** +11; **CMD** 23	**Base Atk** +13; **CMB** +13; **CMD** 25
Feats	Deceitful, Dodge, Endurance	Deceitful, Dodge, Endurance, Great Fortitude, Iron Will, Lightning Re-flexes	Deceitful, Dodge, Endurance, Great Fortitude, Improved Critical (Morn-ingstar), Improved Initia-tive, Iron Will, Lightning Reflexes, Turn Undead	Deceitful, Dodge, Endurance, Great Fortitude, Heroic Will, Improved Critical (Morningstar), Improved Initiative, Iron Will, Lightning Reflexes, Turn Undead

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +2, Appraise +2, Artistry +2, Bluff +7, Craft (Untrained) +2, Diplomacy +6, Disguise +5, Escape Artist +1, Fly +1, Heal +7, Intimidate +5, Knowledge (History) +8, Knowledge (Religion) +9, Perception +2, Perform (Untrained) +1, Ride +1, Sense Motive +2, Stealth +1, Survival +2	Acrobatics +4, Appraise +2, Artistry +2, Bluff +9, Craft (Untrained) +2, Diplomacy +8, Disguise +6, Escape Artist +1, Fly +1, Heal +12, Intimidate +7, Knowledge (History) +11, Knowledge (Reli-gion) +14, Perception +7, Perform (Untrained) +1, Ride +1, Sense Motive +3, Stealth +1, Survival +3	Acrobatics +2, Appraise +2, Artistry +2, Bluff +11, Climb -3, Craft (Un-trained) +2, Diplomacy +10, Disguise +9, Escape Artist -2, Fly -2, Heal +16, Intimidate +11, Knowledge (History) +15, Knowledge (Religion) +20, Perception +17, Perform (Untrained) +1, Ride -2, Sense Motive +3, Stealth -2, Survival +3, Swim -3	Acrobatics +2, Appraise +2, Artistry +2, Bluff +15, Climb -3, Craft (Un-trained) +2, Diplomacy +10, Disguise +9, Escape Artist -2, Fly -2, Heal +19, Intimidate +13, Knowledge (History) +19, Knowledge (Religion) +23, Perception +22, Perform (Untrained) +1, Ride -2, Sense Motive +4, Stealth -2, Survival +4, Swim -3
Languages	Common, Abyssal, Dwarven			
Special Qualities	Aura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting	Aura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting	Aura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting	Aura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting
Treasure	morningstar; cleric's vestments; sling bullets (20x); sling 12 gp	*morningstar +2*; cleric's vestments; *leather armor +1;* sling bullets (20x); sling 34 gp	*anarchic +2 morningstar*; cleric's vestments; *studded leather armor +2;* sling bullets (20x); sling 67 gp	*+3 flaming burst morningstar*; cleric's vestments; *chain shirt +4;* sling bullets (20x); sling 137 gp
Magic				
Spells per Day	**Cleric (CL 4th):** 4 / 4 / 3 / 0 / 0 / 0 / 0 / 0 / 0 **DC:** 13+spell level	**Cleric (CL 9th):** 4 / 5 / 5 / 4 / 2 / 1 / 0 / 0 / 0 **DC:** 14+spell level	**Cleric (CL 15th):** 4 / 5 / 5 / 5 / 4 / 4 / 3 / 2 / 1 **DC:** 14+spell level	**Cleric (CL 18th):** 4 / 5 / 5 / 5 / 5 / 4 / 4 / 3 / 3 **DC:** 15+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

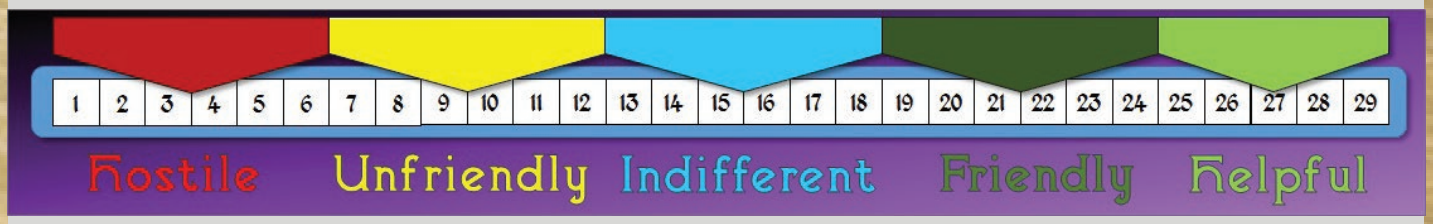


Table 35: Attitude Modifiers for Denzys

Name	Condition	Effect	Notes
Conversation	Mention the "Yelling to Yes" book (p 209) found at the Library	+2	-
Commerce	Try to give the "Yelling to Yes" book to Denzys	**+5**	Denzys suspects that the book comes from the Library, but does not care, and will accept it as a gift.
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability 4 times per day.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Heroic Will Your indomitable will breaks free from mental shackles. Once per day as a standard action, you may attempt a new saving

throw against a harmful condition requiring a Will save that is affecting you. If you are dominated, controlled, or cannot take an action because of the effect against which you are trying to make a new saving throw, you can make this saving throw at the start of the turn as no action, but on a success, your turn ends. You cannot use this feat to remove instantaneous effects, effects that do not require a Will save, or effects that do not allow a saving throw.

Improved Critical (Morningstar) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Turn Undead Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy. You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save 0 to negate the effect. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Habits and Logistics

During daylight hours, **Denzys** will be in the **Sheergath Temple**, tending to the business of the church or conferring with **Larissa** and/or **Unglar**.

At night, **Denzys** moves about quite a bit: he might (30%) be at the **Tavern**; he may (30%) be at the **Gardens**; and he may instead (40%) be at the **Sheergath Temple** finishing his work.

Background

In truth, he himself is attracted to the **Mayor**, though this inclination is not reciprocated. As children, he propositioned her, and she gave him the "let's just be friends" response. Although certainly not the sole reason he is **Chaotic Neutral** today, it certainly steered him on that course.

In the Obelisk Attack

Completely unharmed in the attack, as is his entire building and anyone in attendance. He laments the death of the **Mayor**, but sees it as a sign that his God disliked the order that was imposed, and supports he and his followers in their endeavors. His fervor doubles after the attack

Conversation

What do you think of Berinncorte?

"Wicked little town. Seems quite orderly, right? But under the surface... there's all manner of man, seething and itching to cause trouble. It's the natural order of things, this chaos... but the oppressive rule of law makes it worse, stifles it, bottles it up, until it just comes out anyway. And far worse, than if folk were simply let to be as they so clearly are."

Do you know anything about the strife between Zugul and Sheergath?

"Why, yes, I do know a bit about that, seeing as how I'm one-half of the problem, right? In truth, I'd lay the dragon's share of the blame on the goodly folks across the square; Zugul's got too much pull with the Mayor by half, and it's not for the better. You take your average man or woman on the street, a farmer, a butcher, anyone, and they'll be fine with not getting robbed, that's true... but they'll rankle at the rule of law as Symms makes it."

What do you think of the Mayor and the government?

"She's...well, I'm not one for snide words at the expense of another. But she's not got her head on straight about the town, and she over-uses the Militia like it's her little toy for keeping folk in line. You ask me... well, I've said too much already."

***Diplomacy** or **Sense Motive** check at DC 14:*

"If I'm to be honest with you, I've been thinking there's a fairly straightforward explanation for the favor Symms gives the Militia... she might be having an affair with their master Tansden. But hey, I've no evidence of that. Seems possible, though; see the way she looks at him."

Tell me about being a preacher.

"Ah, it's glorious, preaching true words to receptive folk. Nothing quite so glorious as speaking truth to the masses, and I'm damned good at it, which just makes it better. Plus, no bad thing working with someone like Larissa, right? Wow."

Do you do any... other sorts of work on the side?

"I've no time! And though I've plenty of inclination to pick up some work on the side, you know I've a quite impressive set of skills, there's just no need—I get all the satisfaction I require just by preaching the word of Sheergath."

*A PC of a **Chaotic** alignment, making a **Diplomacy** check at DC 20:*

"I'd never use the word 'revolution', you understand—that's a loaded term, and one likely to get you in trouble. But I'd be surprised if nothing changes in this town, sometime soon. There's just too much oppression, too little understanding, and too little regard for the common man in this city. Something's going to happen, that much I'm sure of."

Dimblegruffe (Blacksmith)

CR 1; **XP** 400

Description

Berinncorte's resident blacksmith is a dwarf of no mean skill, who plies her trade day and night. Adventurers, common folk in need of tools, and of course the town Militia—**Dimblegruffe** serves all comers, and her work is renowned even outside the city's immediate area.

Appearance

She's got greasy dimples and is gruff—which is pretty much how she got her name. With a bit of a misspelling when her parents logged her name in her home village's records; her mother told **Dimblegruffe** it was a smudge, from tears at how beautiful **Dimblegruffe** was. In truth, it was drops of ale from her father's beard, having celebrated the birth a bit too much the night before.

Combat Tactics

Dimblegruffe will only attack if threatened or provoked, or to save her blacksmith's store. She will typically fight to the death, but given her proximity to the **Town Square**, will sensibly shout for help from other townsfolk and militia while doing so. If defending her blacksmith's store during daylight hours, her shouts have a **75%** chance each round of summoning **1d4+1 Berrincorte Militia** to her aid; decrease this to **40%** if she is attacked during evening hours. Stop making this check once one group of Militia are summoned in this manner.

Factions

She's technically a member of the **Order Mechanique**, but hasn't attended a meeting or contributed **tribute** to them for a few years. They don't really call her on it, primarily because **Berinncorte** is low-tech and low-magic and therefore judged to be a bit out of the epicenter of things.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 9; **XP** 6,400	**CR** 15; **XP** 51,200	**CR** 17; **XP** 102,400
Sex / Race	Female Dwarf; CG Medium humanoid (dwarf)			
Class	Fighter 2	Fighter 8 / Warrior 2	Fighter 8 / Warrior 5 / Expert 3	Fighter 10 / Warrior 5 / Expert 3
Initiative	+0	+0	+0	+0
Senses	**Perception** +0; **Darkvision** 60'	**Perception** +2; **Darkvision** 60'	**Perception** +12; **Darkvision** 60'	**Perception** +12; **Darkvision** 60'
Defense				
Armor Class	**AC** 14, **touch** 10, **ff** 14 (+4 chain shirt)	**AC** 15, **touch** 10, **ff** 15 (+5 *chain shirt +1*)	**AC** 17, **touch** 10, **ff** 17 (+7 *chain shirt +3*)	**AC** 20, **touch** 11, **ff** 20 (+1 deflection, +10 *breastplate +3*)
hp / HD	**20** (2d10+4)	**83** (8d10)+(2d10)+20	**119** (8d10) + (5d10) + (3d8) + 32	**135** (10d10) + (5d10) + (3d8) + 36
Saves	**Fort** +5, **Ref** +0, **Will** +0 +1 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	**Fort** +11, **Ref** +4, **Will** +4 +2 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	**Fort** +13, **Ref** +6, **Will** +8 +2 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	**Fort** +14, **Ref** +7, **Will** +9 +3 Will vs. fear; +2 vs. poision, spells, and spell-like abilities
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** dwarven waraxe +4 (1d10+2/x3) or **Melee** shortsword +4 (1d6+1/19-20)	**Melee** shortsword +12 (1d6+1/19-20) or **Melee** +2 *dwarven waraxe* +16/+11 (1d10+4/x3)	**Melee** shortsword +17 (1d6+1/19-20) or **Melee** +2 *shock dwarven waraxe* +21/+16/+11 (1d10+4+1d6 electricity/x3)	**Melee** shortsword +19 (1d6+1/19-20) or **Melee** +3 *flaming dwarven waraxe* +25/+20/+15/+10 (1d10+6+1d6 fire/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 14, **Dex** 10, **Con** 14, **Int** 11, **Wis** 11, **Cha** 8	**Str** 14, **Dex** 10, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10	**Str** 15, **Dex** 10, **Con** 15, **Int** 11, **Wis** 11, **Cha** 10	**Str** 15, **Dex** 10, **Con** 15, **Int** 11, **Wis** 11, **Cha** 10
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 14 (18 vs. bullrish or trip)	**Base Atk** +10; **CMB** +12; **CMD** 22 (26 vs. bullrish or trip)	**Base Atk** +15; **CMB** +17; **CMD** 27 (31 vs. bullrish or trip)	**Base Atk** +17; **CMB** +19; **CMD** 30 (34 vs. bullrish or trip)
Feats	Armor Proficiency, Heavy, Intimidating Prowess, Quick Draw	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Combat Reflexes, Greater Weapon Focus (Waraxe (Dwarven)), Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Blind-Fight, Bludgeoner, Catch Off-Guard, Combat Reflexes, Greater Weap-on Focus (Waraxe (Dwarven)), Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Blind-Fight, Bludgeoner, Catch Off-Guard, Combat Reflexes, Critical Focus, Greater Weapon Focus (Waraxe (Dwarven)), Improved Iron Will, In-timidating Prowess, Iron Will, Lightning Reflexes, Lunge, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))
Skills	Acrobatics -2, Bluff -1, Craft (Armor) +4, Craft (Blacksmithing) +5, Craft (Weapons) +4, Diploma-cy -1, Disguise -1, scape Artist -2, Fly -2, Intimidate +1, Perform (Untrained) -1, Ride -2, Stealth -2	Climb +2, Craft (Armor) +12, Craft (Blacksmithing) +11, Craft (Weapons) +13, Intimidate +2, Perception +2, Sense Motive +2, Swim +2	Climb +2, Craft (Armor) +19, Craft (Blacksmithing) +16, Craft (Weapons) +19, Intimidate +2, Perception +12, Sense Motive +2, Swim +2	Acrobatics -1, Climb +1, Craft (Armor) +21, Craft (Blacksmithing) +19, Craft (Weapons) +19, Escape Artist -1, Fly -1, Intimidate +2, Perception +12, Ride -1, Sense Motive +2, Stealth -1, Swim +1
Languages	Common, Dwarven			
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training

	Low	Moderate	Advanced	Elite
Treasure	dwarven waraxe; shortsword; chain shirt **62 gp**	*+2 dwarven waraxe; +1 chain shirt*; shortsword **128 gp**	*+2 shock dwarven waraxe; +3 chain shirt*; shortsword **34 pp; 109 gp**	*+3 flaming dwarven waraxe; +3 breastplate (w/+1 deflection AC bonus)*; shortsword **62 pp; 120 gp; 89 sp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

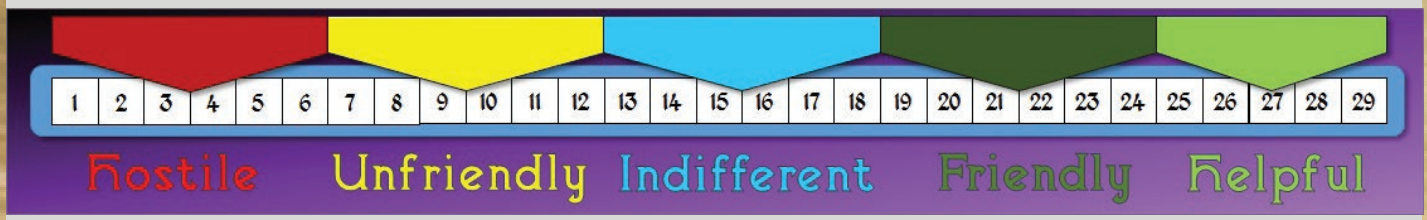


Table 36: Attitude Modifiers for Dimblegruffe

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)

Name	Condition	Effect	Notes
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +1 Hammers +2

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument.

You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Reflexes You can make additional attacks of opportunity. You may make 0 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Greater Weapon Focus (Waraxe (Dwarven)) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Iron Will Your clarity of thought allows you to resist

mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lunge You can strike foes that would normally be out of reach. You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Waraxe (Dwarven)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Treasure

In addition to the gear and gold described above, note that as the sole proprietress of her shop, if **Dimblegruffe** is slain, the offending party will have complete access to her wares.

Habits and Logistics

During daylight hours, **Dimblegruffe** will be in her shop, working. She rarely goes inside her building except to fetch supplies; products completed that day stay out on her workbench until nightfall, both as an example of her craft and so she can perform a quick visual tally of work finished.

At night, the blacksmith will retire to her personal quarters. Occasionally (**15%**), she will have a drink or two at the **Tavern** before retiring for the night.

Background

A fighter by nature, she longs to go back to the life of adventuring she gave up to have a more stable, sensible income. The longer she stays at her current task, however, the more she realizes the delight in the profession, and although "delight" is hardly a word that most would use to describe her demeanor, she takes quiet joy in the execution of her job.

In the Obelisk Attack

Dimblegruffe is at her forge when the **Obelisk Eruption** occurs. Debris is flung into her face, which leaves her blind in the left eye; she nevertheless picks up some weapons and joins the fray, defending townsfolk against the onslaught of chaotic and undead forces.

Conversation

What do you think of Berinncorte?

"It's fine. It's got lots of people who need tools. Only some want weapons and armor, and fewer still *need* them. But I can't complain. Business is good. I've a great view of the Square from here."

Do you know anything about the strife between Zugul and Sheergath?

"Don't really care. Religious zealots are only useful to a woman in my profession when they take up arms against one another... don't think they're there yet, but if they get there, want to guess who'll provision them for it? Both sides. I'm neutral. Equally profitable. Though Zugul folks tend to have more gold, they also tend to be jerks."

What do you think of the Mayor and the government?

"Symms is fine. 'Trust' is a strong word, but I've seen far worse in positions of power."

Do you do any... other sorts of work on the side?

"Stranger, I've got more work than I can handle. See any other smiths in town? No? Well, then, that means I've all the metal-working business of the whole city, now don't it?"

***Diplomacy** or **Sense Motive** check at DC 18 with either of the above two questions*:

"Symms and I, we've an agreement. If business is slow, I still produce—and it all goes to her. Stockpiling arms and armor and tools and equipment. She'll buy anything I can make, and she'll buy as much as I can get her. Don't know what she's doing with it. But her coin is good, and even so, she seems a decent sort."

Tell me about being a blacksmith.

"Hammer, forge, bend, sand, polish, sheath, sell. It's repetitive work, but never dull." *The dwarf offers a rare smile, barely a hint of upturned corners of her mouth.* "Get it?"

Dominika Symms (Mayor of Berinncorte)

CR 6; **XP** 2,400

Description

A former adventurer, **Mayor Symms** only leads **Berinncorte** because nobody else will... and her prickly approach to things demands perfection. She's concerned about the state of the lower-class residential neighborhoods; if asked about the church disputes she shrugs and claims it's an ecclesiastical issue that she wants no part of and has no role in.

Appearance

Symms is a tall, imposing woman, lithe and powerful. She has shoulder-length straight black hair and is missing her left earlobe; her businesslike demeanor and position of power have meant that it's incredibly rare for anyone to ask her about this, and when asked, she likes to glare the questioner down until they change the subject on their own. In truth, it's an emotionally-painful reminder of her failure to her lover during her adventuring days. Her eyes are a bit sunken, her cheekbones high—but not pronounced enough to grant her the distracting comeliness of her fairer rivals. Hers is a stark, intimidating form of beauty, and she likes it that way—it forces those who deal with her to see her first as an administrator, second as a woman.

Combat Tactics

The **Mayor** will engage with anyone who threatens herself, her city, or her townsfolk in a serious manner. She's a politician, though, and would much prefer to talk over any conflict or perceived conflict. During combat, if fighting someone who seems as though they might be reasoned with, she will attempt to talk them down.

As GM, it's up to you how this comes across, based on the particular nature of the conflict that started the fight. Against mindless creatures or clear, unequivocal threats, however (e.g., the defenders of the **Obelisk** later in the adventure), she will fight to the death, with her main priority being to save as many townsfolk as possible in so doing.

Factions

Berinncorte government, perhaps obviously.

Briefly, at the start of her adventuring career, she was a member of **Mace and Blade**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400	**CR** 17; **XP** 102,400
Sex / Race	Female Human; LN Medium humanoid (human)			
Class	Fighter 5 / Aristocrat 2	Fighter 7 / Aristocrat 4	Fighter 10 / Aristocrat 5	Fighter 13 / Aristocrat 5
Initiative	**+2**	**+2**	**+2**	**+2**
Senses	**Perception** +10	**Perception** +17	**Perception** +21	**Perception** +23
Defense				
Armor Class	**AC** 19, **touch** 13, **ff** 16 (+2 Dex, +1 dodge, +6 chainmail)	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +1 dodge, +7 *breastplate +1*)	**AC** 24, **touch** 14, **ff** 21 (+2 Dex, +1 dodge, +1 deflection, *+11 half-plate armor +2 w/+1 Deflection AC bonus*)	**AC** 25, **touch** 13, **ff** 22 (+2 Dex, +1 dodge, +12 *righteous full plate armor +3*)
hp / HD	**49** (5d10)+(2d8)+7	**87** (7d10)+(4d8)+11	**111** (10d10)+(5d8)+15	**129** (13d10)+(5d8)+18
Saves	**Fort** +5, **Ref** +3, **Will** +4 +1 Will vs. fear	**Fort** +7, **Ref** +7, **Will** +6 +2 Will vs. fear	**Fort** +9, **Ref** +8, **Will** +9 +3 Will vs. fear	**Fort** +10, **Ref** +9, **Will** +10 +3 Will vs. fear
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 30 ft.			
Attacks	**Melee** *+1 greatsword* +11/+6 (2H: 2d6+6/19-20) or **Melee** shortsword +9/+4 (1d6+3/19-20) or **Melee** masterwork silver dagger +10 (1d4/19-20) or **Ranged** masterwork silver dagger (thrown) +9/+4 (1d4+2/19-20)	**Melee** *+2 greatsword* +16 (2H: 2d6+7/19-20) or **Melee** *+1 short sword* +14/+9 (1d6+4/19-20) or **Melee** *+2 dagger* +15/+10 (1d4+5/19-20) or **Ranged** *+2 dagger* (thrown) +14/+9 (1d4+5/19-20)	**Melee** *+2 axiomatic greatsword* +20/+15/+10 (2H: 2d6+8/19-20) or **Melee** *+1 short sword* +18/+13/+8 (1d6+5/19-20) or **Melee** *+2 dagger* +19/+14/+9 (1d4+6/19-20) or **Ranged** *+2 dagger* (thrown) +18/+13/+8 (1d4+6/19-20) or **Melee** gauntlet +16/+11/+6 (1d3+3)	**Melee** *+3 axiomatic greatsword* +25/+20/+15/+10 (2H: 2d6+10/17-20) or **Melee** *+1 short sword* +22/+17/+12/+7 (1d6+6/19-20) or **Melee** *+2 dagger* +23/+18/+13/+8 (1d4+7/19-20) or **Ranged** *+2 dagger* (thrown) +22/+17/+12/+7 (1d4+7/19-20) or **Melee** gauntlet +19/+14/+9/+4 (1d3+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 12	**Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 13	**Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14	**Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 15
Core Attack	**Base Atk** +6; **CMB** +9; **CMD** 22	**Base Atk** +10; **CMB** +13; **CMD** 26	**Base Atk** +13; **CMB** +16; **CMD** 30	**Base Atk** +16; **CMB** +19; **CMD** 32
Feats	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Combat Reflexes, Dodge, Fleet, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Combat Reflexes, Dodge, Fleet, Improved Lightning Reflexes, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Profi-ciency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Cleave, Combat Reflexes, Dodge, Fleet, Great Cleave, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Power Attack, Quick Draw, Shield Profi-ciency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dodge, Fleet, Great Cleave, Improved Critical (Greatsword), Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -2, Appraise +1, Artistry +1, Bluff +1, Climb +6, Craft (Un-trained) +1, Diplomacy +11, Disguise +1, Escape Artist -2, Fly -2, Heal +1, Intimidate +6, Knowledge (Geography) +5, Knowledge (Local) +9, Knowledge (Nobility) +5, Perception +10, Per-form (Untrained) +1, Ride -2, Sense Motive +9, Stealth +2, Survival +5, Swim +1	Acrobatics +1, Appraise +1, Artistry +1, Bluff +1, Climb +9, Craft (Un-trained) +1, Diplomacy +15, Disguise +1, Escape Artist +1, Fly +1, Heal +2, Intimidate +6, Knowledge (Geography) +6, Knowledge (Local) +14, Knowledge (Nobili-ty) +8, Perception +17, Perform (Untrained) +1, Ride +1, Sense Motive +13, Stealth +5, Survival +5, Swim +4	Acrobatics -2, Appraise +1, Artistry +1, Bluff +2, Climb +6, Craft (Un-trained) +1, Diplomacy +24, Disguise +2, Escape Artist -2, Fly -2, Heal +3, Intimidate +9, Knowledge (Geography) +6, Knowledge (Local) +18, Knowledge (Nobili-ty) +10, Perception +21, Perform (Untrained) +2, Ride -2, Sense Motive +19, Stealth +3, Survival +5, Swim +1	Appraise +1, Artistry +1, Bluff +2, Climb +8, Craft (Untrained) +1, Diploma-cy +27, Disguise +2, Heal +3, Intimidate +9, Knowledge (Geography) +8, Knowledge (Local) +21, Knowledge (Nobili-ty) +12, Perception +23, Perform (Untrained) +2, Sense Motive +21, Stealth +6, Survival +5, Swim +3
Languages	Common, Dwarven			
Special Qualities	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	*+1 greatsword;* shorts-word; masterwork silver dagger; chainmail **68 gp**	*+2 greatsword; +1 shorts-word*; *+2 dagger*; *+1 breastplate* **134 gp**	*+2 axiomatic greatsword; +1 shortsword*; *+2 dag-ger*; *+2 half-plate armor (w/+1 deflection AC bo-nus);* gauntlet **62 pp; 198 gp**	*+3 axiomatic greatsword; +1 shortsword*; *+2 dag-ger*; *+2 righteous full plate armor;* gauntlet **80 pp; 250 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

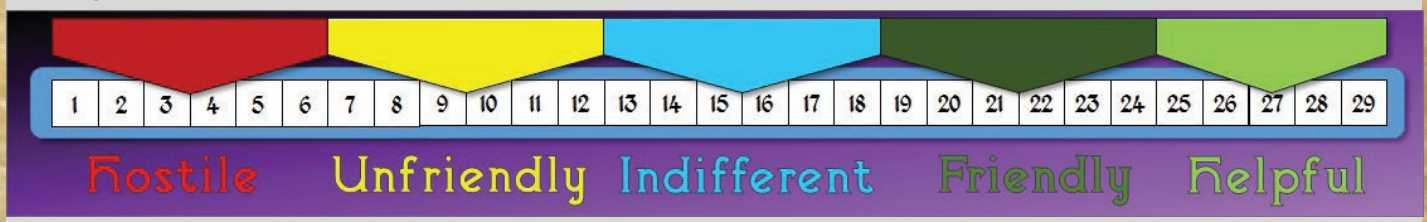


Table 37: Attitude Modifiers for Dominika Symms

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +2 Double Weapons +1.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also

within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Critical (Greatsword) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Treasure

Aside from the equipment listed in her profile, **Dominika**'s treasure is located entirely in her chambers at her house. Day-to-day, she carries no wealth with her; typically, she wants for no payment if she stops by a shop or two in her journeys within city limits.

Habits and Logistics

During daylight hours, **Mayor Symms** can typically be found in her house, which doubles as administrative offices for all of **Berinncorte**. Her duties take her nearly everywhere else in town as well; it is left to the GM's discretion as to where to "place" her for maximum effect in a given scenario. As mayor and defender / administrator of the city, there are many pretexts that call for her attention at certain locations.

At night, the Mayor will likely be in her **personal quarters**. She will occasionally (**25%**) leave her quarters to walk about the town anonymously; she uses the secret entrances to her closet and the ground floor of her house to sneak out and take the measure of her town without administrative pressure.

Background

During her adventuring days, she once escaped from the lair of a wyvern, who slew her lover as she ran. **Symms** deeply regrets leaving, even though it would have meant certain death for them both if she had stayed.

In the Obelisk Attack

Mayor Symms dies after being mortally wounded helping townsfolk escape to safety... but only after telling the PCs they need to help establish order and determine the succession plan.

Conversation

What do you think of Berinncorte?

"I love our city. It's not without its difficulties, to be sure. But where else would you find such strong-willed, capable people? Such diversity of resources? We're truly blessed with bounty here, more often than not."

Do you know anything about the strife between Zugul and Sheergath?

"Of course. There's no love lost between our city's most prominent religions. But it's not out of any specific action or perceived slight. It's more an ideological difference; the two are bound to rub each other the wrong way by definition. You can't be orderly without resenting Chaos; neither is it reasonable to be chaotic without an aversion to Law. It's the way of things, I'm afraid. As a ruler, as a mayor, as a member of government—there's a clear allegiance I owe to keep things orderly and peaceful, and I'm afraid that may not make me popular with our dear Sheergath followers.

It's not that I take sides—far from it; I strive to make sure both organizations have ample opportunity. I do note that Cannock—the High Priest of Zugul, I mean—and his church tend to take advantage of that opportunity far more than Larissa and Denzys seem to."

Tell me about being Mayor.

"I enjoy my duty, and I hope that the citizens respect that. They might not all agree with me... or my methods, or approach. But I do hope that they recognize the results that approach has achieved, here, and even if they don't do at least *that,* they certainly feel safe on the streets more often than not. Whether they attribute that to me or not, they benefit from the peace, and that reassures me in my darker moments."

***Diplomacy** or **Sense Motive** check at DC 14:*

"Ah, truth to tell—I miss adventuring. That lifestyle. The... risk, I suppose you could call it. The wind in your face, on the open road. Nobody to answer to except the next mountain, the next forest, the next swamp. And behind it all, an endless bounty of possibility, just waiting to be explored and seized." *She sighs, longingly.* "It's a far cry from being here, and if I'm being honest, I wouldn't actually leave or trade my current life for my former. But that doesn't mean I don't miss it. At times, I feel almost trapped behind these walls. Far from the open road, it is!"

Do you do any... other sorts of work on the side?

"You mean, aside from running an entire city, seemingly by myself? No. No, I don't have any side professions or hobbies, even."

Donur Gravelsmasher (Merchant Ranger)

CR 1; **XP** 400

Description

Donur is an outdoorsman to his core. His soul is at peace only when out in the land, camping near a river, hiking mountains, or even simply wandering an endless plain. To be confined to something as fixed and bounded as a city tends to rub him the wrong way, and so he spends as little time within the walls of **Berinncorte** as possible, though he finds it necessary to make enough profit to support his lifestyle.

Appearance

"Gravelsmasher" is a bit of a misnomer for this clean-shaven, tall dwarf: he seems more an elegant, slender fighter, somewhat stocky and slight for a human, if viewed without the clue of his facial features. A single, complex braid, no wider than a sliver, draped down his back is the only token nod to the hairstyles of his race, which are typically much more involved.

Combat Tactics

Donur abhors combat, but is quite adept at it if the need truly presents itself. He knows several of the common members of the **Militia** well, and will freely avail himself of their assistance if faced with melee within **Town Square**.

Factions

Donur is an active member in several dwarven factions, all of which fall outside the context of this adventure. His **Tribute**, while he spends some time within **Berinncorte**, goes to the **city** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Male Dwarf; LN Medium humanoid (dwarf); middle-aged			
Class	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Initiative	+2	+7	+7	+7
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +16; **Darkvision** 60 ft.	**Perception** +24; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 19, **touch** 15, **ff** 16 (+2 Dex, +1 Dodge, +3 studded leather armor, +3 heavy wooden shield)	**AC** 21, **touch** 14, **ff** 17 (+3 Dex, +1 Dodge, +4 chain shirt, +3 masterwork heavy wooden shield)	**AC** 25, **touch** 14, **ff** 21 (+3 Dex, +1 Dodge, +6 *balanced chain shirt +2*, +5 *heavy wooden shield +1*)	**AC** 26, **touch** 14, **ff** 22 (+3 Dex, +1 Dodge, +7 *stanching chain shirt +3*, +5 *heavy wooden shield +1*)
hp / HD	**22** (2d10)+2	**49** (6d10)+6	**81** (10d10)+10	**109** (14d10)+14
Saves	**Fort** +3, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities	**Fort** +3, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities	**Fort** +7, **Ref** +10, **Will** +6; +2 vs. poison, spells, and spell-like abilities	**Fort** +9, **Ref** +14, **Will** +7; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities	-	-	Evasion	Evasion
Offense				
Movement	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft. ; **Woodland Stride**	**Speed** 20 ft. ; **Woodland Stride**

	Low	Moderate	Advanced	Elite
Attacks	**Melee** morningstar +2 (1d8) or **Melee** heavy wooden shield +2 (1d4) or **Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20) or **Ranged** shortbow +4 (1d6/x3)	**Melee** masterwork morningstar +7/+2 (1d8) or **Melee** masterwork heavy wooden shield +6 (1d4) or **Melee** dagger +6/+1 (1d4/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4/19-20) or **Ranged** shortbow +9/+4 (1d6/x3)	**Melee** *+2 countering morningstar* +13/+8 (1d8+2) or **Melee** *+1 heavy wooden shield* +11 (1d4+1) or **Melee** dagger +10/+5 (1d4/19-20) or **Ranged** dagger (thrown) +13/+8 (1d4/19-20) or **Ranged** shortbow +13/+8 (1d6/x3)	**Melee** *+1 heavy wooden shield* +15 (1d4+1) or **Melee** *+3 corrosive burst morningstar* +18/+13/+8 (1d8+3) or **Melee** dagger +14/+9/+4 (1d4/19-20) or **Ranged** dagger (thrown) +17/+12/+7 (1d4/19-20) or **Ranged** shortbow +17/+12/+7 (1d6/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Animal +2	Animal +4, Vermin +2	Animal +4, Undead +4, Vermin +2	Animal +4, Undead +4, Vermin +2
Prepared Spells	-	**Ranger (CL 6th):** **1st** – *charm animal* (DC 13), *entangle* (DC 13)	**Ranger (CL 10th):** **3rd** – *remove disease* (DC 16) **2nd** – *groundwell* (DC 15), *wind wall* **1st** – *charm animal* (DC 14), *entangle* (DC 14), *read magic*	**Ranger (CL 14th):** **4th** – *tree stride* **3rd** – *nondetection* (DC 16), *remove disease* (DC 16) **2nd** – *groundwell* (DC 15), *hide* campsite (DC 15), *wind wall* **1st** – *charm animal* (2x, DC 14), *entangle* (DC 14), *read magic*
Statistics				
Ability Scores	**Str** 10, **Dex** 15, **Con** 11, **Int** 10, **Wis** 15, **Cha** 8	**Str** 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 15, **Cha** 8	**Str** 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 16, **Cha** 8	**Str** 11, **Dex** 16, **Con** 11, **Int** 10, **Wis** 16, **Cha** 8
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 15 (19 vs. bullrush or trip)	**Base Atk** +6; **CMB** +9; **CMD** 20 (24 vs. bullrush or trip)	**Base Atk** +10; **CMB** +13; **CMD** 24 (28 vs. bullrush or trip)	**Base Atk** +14; **CMB** +17; **CMD** 28 (32 vs. bullrush or trip)
Feats	Dodge, Shield Focus	Agile Maneuvers, Dodge, Endurance, Improved Initiative, Shield Focus, Shield Master	Agile Maneuvers, Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Shield Focus, Shield Master, Weapon Focus (Morningstar)	Agile Maneuvers, Alertness, Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Improved Shield Bash, Lightning Reflexes, Shield Focus, Shield Master, Weapon Focus (Morningstar)
Skills	Acrobatics -1, Bluff -1, Climb +2, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +7, Intimidate -1, Knowledge (Geography) +5, Knowledge (Local) +2, Perception +7, Perform (Untrained) -1, Ride -1, Sense Motive +2, Stealth -1, Survival +7, Swim -3	Bluff -1, Climb +6, Diplomacy -1, Disguise -1, Heal +11, Intimidate -1, Knowledge (Geography) +9, Knowledge (Local) +6, Perception +11, Perform (Untrained) -1, Sense Motive +2, Survival +11, Swim -3	Bluff -1, Climb +10, Diplomacy -1, Diguise -1, Heal +16, Intimidate -1, Knowledge (Geography) +13, Knowledge (Local) +10, Perception +16, Perform (Untrained) -1, Sense Motive +3, Survival +16, Swim -3	Bluff -1, Climb +14, Diplomacy -1, Disguise -1, Heal +20, Intimidate -1, Knowledge (Geography) +17, Knowledge (Local) +14, Perception +24, Perform (Untrained) -1, Sense Motive +5, Survival +20, Swim -3
Languages	Common, Dwarven			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stone-cunning, Track +1, Weapon Familiarity, Wild Empathy +1	Darkvision, Defensive Training, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Stability, Steady, Stonecunning, Track +3, Weapon Familiarity, Wild Empathy +5	Darkvision, Defensive Training, Favored Terrain (Mountain) +4, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Stabil-ity, Steady, Stonecunning, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +9, Woodland Stride	Camouflage, Darkvision, Defensive Training, Favored Terrain (Desert) +2, Favored Terrain (Mountain) +6, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Quarry, Stability, Steady, Stonecunning, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +13, Woodland Stride
Treasure	morningstar; heavy wooden shield; studded leather armor; dagger; shortbow; arrows (40x) 27 gp	masterwork morningstar; masterwork heavy wooden shield; chain shirt; dagger; shortbow; arrows (40x) 62 gp	*+2 countering morningstar*; *+1 heavy wooden shield*; *+2 balanced chain shirt*; dagger; shortbow; arrows (40x) 101 gp	*+3 corrosive burst morningstar*; *+1 heavy wooden shield*; *+3 stanching chain shirt*; dagger; shortbow; arrows (40x) 13 pp; 146 gp
Magic				
Spells per Day	-	**Ranger (CL 6):** 0 / 2 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level	**Ranger (CL 11):** 0 / 3 / 2 / 1 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	**Ranger (CL 14):** 0 / 4 / 3 / 2 / 1 / 0 / 0 / 0 / 0 DC 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

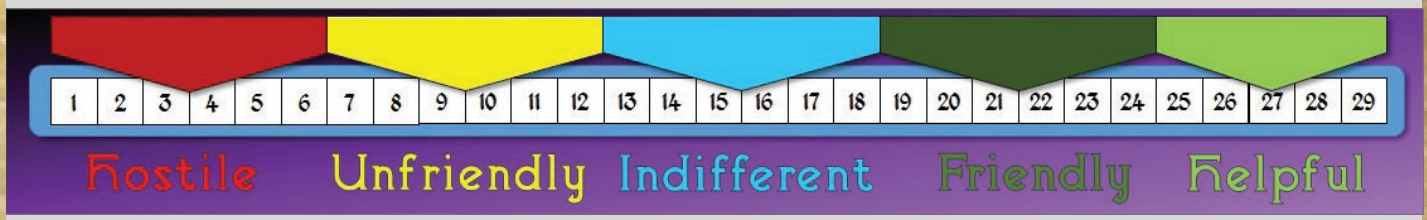


Table 38: Attitude Modifiers for Donur Gravelsmasher

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Animal (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Desert) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in desert terrain (sand and wastelands). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 3 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Vermin (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against vermin. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+13 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Master Your mastery of the shield allows you to fight with it without hindrance. You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Weapon Focus (Morningstar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, there is an **80%** chance **Donur** will be at his kiosk, doing business. The remainder of the time, he will be outside city limits, foraging for ingredients, traveling to another town, or simply camping in the great outdoors.

At night, most (**70%**) of the time, the dwarven merchant will drink until late with his cronies in **Shanty Town** area of **Town Square**, then fall asleep there.

Background

Donur has a long history training with, and serving, dwarven interests. He chose to leave behind a likely life in dwarven politics and power to travel broadly. Needless to say, this somewhat unusual decision for a dwarf to leave his people behind in preference of a life lived out in the open under the stars was not warmly welcomed. His abilities and alliances back home, however, mean there is more pining for his presence than criticism or speak of exile.

In the Obelisk Attack

Donur picks up weapons and starts to fight, leading others

to safety and eventually evacuating the town successfully.

Conversation

What do you think of Berinncorte?

"Shrug." *He actually says the word "shrug", rather than emote it physically.*

Do you know anything about the strife between Zugul and Sheergath?

"Silly nonsense, you ask me. It doesn't matter in the slightest, so any who want to fight along those lines... well, it's just lunacy."

What do you think of the Mayor and the government?

"Symms, right? She does fine. It's peaceful, here; more so than I've seen, most of the Realm."

Tell me about being a merchant.

"It's hardly my passion. It helps pay the bills, but I'd never step foot inside another city, anywhere, if I had my way."

Do you do any... other sorts of work on the side?

"This *is* my side work. My main activity is roaming, camping, fishing, hunting, just being out there. Gods, I miss it so."

Einkill Holderhek (Merchant / Mercenary)

CR 1; **XP** 400

Description

Einkill is a mercenary fighter. Despite being far from the sharpest blade in a smithy, he has nevertheless managed to create quite a name for himself as a fence for stolen goods. Big or small, common or rare, the dwarf brute will get it sold... whether the prospective buyer wants the item or not!

Appearance

Slashing scars speckle the dwarf's face, but as he was never much the ladies' man to begin with, he likes them; it enhances his menacing appearance and tends to make business easier. As he will himself say, if you threaten someone, they might not immediately believe you're capable of violence; a face full of scars speaks volumes without saying a word.

He is otherwise a dwarf of unremarkable stature; not unhandsome, but brutish to the point of social aversion.

Combat Tactics

Einkill is a bully, through and through, and relishes a fight against weaker opponents; he'll play around with them before finishing them off, particularly if there is an audience for the battle. He enjoys an evenly-matched combat as well, though he will tend to focus on tactics and winning more than showmanship unless his advantage is clear.

Against an overwhelming force—as an entire party of PCs would likely be—he will fight for a few rounds to get the measure of his enemies, and thereafter will not hesitate to call the authorities or run away if it seems obvious he is outmatched.

Einkill is a fine warrior, but not tactician—he will charge into melee with the most thuggish-looking of his enemies, assuming that ranged and magical foes will avoid striking from afar lest they hit their ally.

Factions

As the mood strikes him, he will claim allegiance to either **Mace and Blade**, and/or the **Adamantium Trail**, though it's really a matter of who is paying more for the work at the moment. **Einkill** has no oral or ideological leanings, and cares not for what either organization might ultimately be playing at in the long run.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 8; **XP** 4,800	**CR** 13; **XP** 25,600	**CR** 16; **XP** 76,800
Sex / Race	Male Dwarf; CN Medium humanoid (dwarf)			
Class	Fighter 2	Fighter 9	Fighter 14	Fighter 17
Initiative	**+2**	**+2**	**+2**	**+2**
Senses	**Perception** +2; **Darkvision** 60'	**Perception** +2; **Darkvision** 60'	**Perception** +2; **Darkvision** 60'	**Perception** +4; **Darkvision** 60'
Defense				
Armor Class	**AC** 20, **touch** 12, **ff** 18 (+2 Dex, +6 chainmail, +2 heavy shield)	**AC** 21, **touch** 12, **ff** 19 (+2 Dex, +7 *breastplate +1*, +2 heavy shield)	**AC** 26, **touch** 13, **ff** 23 (+2 Dex, +1 dodge, +9 *half-plate +1*, *+4 heavy shield +2*)	**AC** 28, **touch** 13, **ff** 25 (+2 Dex, +1 dodge, +11 *full plate +2*, *+4 heavy shield +2*)
hp / HD	**15** (2d10)	**62** (9d10)	**86** (14d10)	**106** (17d10)
Saves	**Fort** +3, **Ref** +2, **Will** +2 +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +8, **Ref** +5, **Will** +7 +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +11, **Ref** +8, **Will** +8 +4 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +12, **Ref** +9, **Will** +9 +4 Will vs. fear; +2 vs. poison, spells, and spell-like abilities
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 20 ft.			
Attacks	**Melee** warhammer +4 (1d8+2/x3) or **Melee** shield, heavy steel +4 (1d4+1) or **Melee** dagger +4 (1d4+2/19-20) or **Ranged** dagger (thrown) +4 (1d4+2/19-20)	**Melee** shield, heavy steel +11 (1d4+1) or **Melee** *+1 warhammer* +15/+10 (1d8+5/x3) or **Melee** dagger +11/+6 (1d4+2/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+2/19-20) or **Melee** light hammer +13/+8 (1d4+4) or **Ranged** light hammer (thrown) +13/+8 (1d4+4)	**Melee** *shocking +2 warhammer* +22/+17/+12 (1d8+7/x3) or **Melee** *+2 heavy steel shield* +16 (1d4+1) or **Melee** dagger +16/+11/+6 (1d4+2/19-20) or **Ranged** dagger (thrown) +16/+11/+6 (1d4+2/19-20) or **Melee** light hammer +19/+14/+9 (1d4+5) or **Ranged** light hammer (thrown) +19/+14/+9 (1d4+5)	**Melee** *+2 heavy steel shield* +20 (1d4+1) or **Melee** *shocking burst +2 warhammer* +27/+22/+17/+12 (1d8+9/x3) or **Melee** dagger +20/+15/+10/+5 (1d4+3/19-20) or **Ranged** dagger (thrown) +19/+14/+9/+4 (1d4+3/19-20) or **Melee** light hammer +24/+19/+14/+9 (1d4+7) or **Ranged** light hammer (thrown) +23/+18/+13/+8 (1d4+7)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 15, **Dex** 15, **Con** 10, **Int** 3, **Wis** 15, **Cha** 11	**Str** 15, **Dex** 15, **Con** 10, **Int** 5, **Wis** 15, **Cha** 11	**Str** 15, **Dex** 15, **Con** 10, **Int** 6, **Wis** 15, **Cha** 11	**Str** 16, **Dex** 15, **Con** 10, **Int** 6, **Wis** 15, **Cha** 11
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 16 (20 vs. bullrush or trip)	**Base Atk** +9; **CMB** +11; **CMD** 23 (27 vs. bullrush or trip)	**Base Atk** +14; **CMB** +16; **CMD** 29 (33 vs. bullrush or trip)	**Base Atk** +17; **CMB** +20; **CMD** 33 (37 vs. bullrush or trip)
Feats	Blind-Fight, Bludgeoner, Enforcer	Blind-Fight, Bludgeoner, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Iron Will, Weapon Focus (Waraxe (Dwarven Double), Warhammer)	Blind-Fight, Bludgeoner, Bounding Hammer, Combat Reflexes, Dodge, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (Waraxe (Dwarven Double), Warhammer)	Alertness, Antagonize, Blind-Fight, Bludgeoner, Bounding Hammer, Combat Reflexes, Critical Focus, Dodge, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (Waraxe (Dwarven Double), Warhammer)
Skills	Acrobatics -5, Appraise -4, Artistry -4, Climb -5, Craft (Untrained) -4, Escape Artist -5, Fly -5, Heal +2, Intimidate +5, Perception +2, Ride -5, Sense Motive +2, Stealth -5, Survival +2, Swim -5	Acrobatics -1, Appraise -3, Artistry -3, Climb +3, Craft (Untrained) -3, Escape Artist -1, Fly -1, Heal +3, Intimidate +12, Perception +2, Ride -1, Sense Motive +2, Stealth -1, Survival +2, Swim -1	Acrobatics -2, Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Escape Artist -2, Fly -2, Heal +6, Intimidate +17, Perception +2, Ride -2, Sense Motive +2, Stealth -2, Survival +2, Swim -2	Appraise -2, Artistry -2, Climb +8, Craft (Untrained) -2, Heal +8, Intimidate +20, Perception +4, Sense Motive +4, Survival +2, Swim +1
Languages	Common, Dwarven			

	Low	Moderate	Advanced	Elite
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	warhammer; heavy steel shield; chainmail; dagger **12 gp**	*warhammer +1*; heavy steel shield; *breastplate +1*; light hammer (2x); dagger **34 gp**	*shocking +2 warhammer*; *+2 heavy steel shield*; *+1 half-plate armor*; light hammer (2x); dagger **62 gp**	*shocking burst +2 warhammer*; *+2 heavy steel shield*; *+2 full plate armor*; light hammer (2x); dagger **149 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

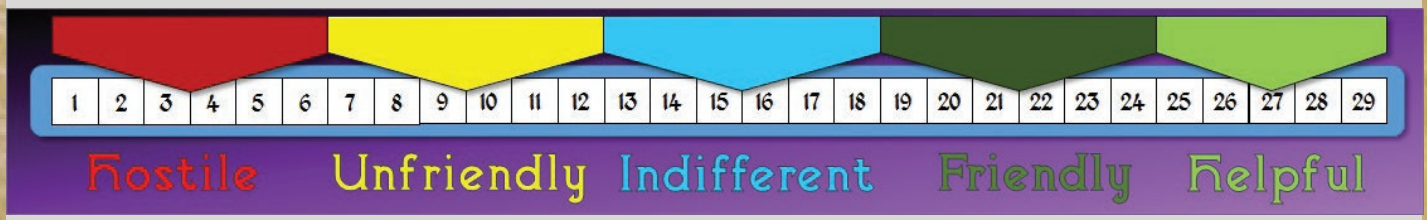


Table 39: Attitude Modifiers for Einkill Holderhek

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit

Name	Condition	Effect	Notes
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +3 Double Weapons +2 Hammers +4

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take

a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Bounding Hammer You can throw a hammer so it rebounds near you. As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the ghost touch ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Enforcer You are skilled at causing fear in those you brutalize. Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Hammer the Gap You repeatedly strike the same location, causing increasing amounts of damage. When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Weapon Focus (Waraxe (Dwarven Double), Warhammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Einkill** might (30%) be sleeping off last night's revels in the **Lower-Class Residential District**, where he keeps a bed in the common area. He might (50%) instead be ambling about the **Town Square**, looking for wares to purchase and resell using his particular method of salesmanship. If he's not doing either of those things (20%), he'll be in the **Tavern**, getting a head start on the night's drinking.

At night, he will be in the **Tavern** until it closes, and thence either to sleep, or to carouse about town, preying on the weak and occasionally (5%) mugging someone if he finds a weak victim alone on the dark streets.

Background

Einkill is an adventurer by nature, but with a bully's weakness for preferring weak adversaries. As the easy pickings of lairs and caves in the immediate area have been cleared out, the dwarf has been forced into various positions of sword-for-hire, most recently settling on the fairly lucrative approach of thuggish mercantilism.

In the Obelisk Attack

Einkill is in the **Tavern** as the **Obelisk** Erupts. At the commotion, he stumbles drunkenly out of the building and into the **Town Square**. When he sees the monsters wreaking havoc, he unslings his warhammer and shouts a challenge; he is almost instantly slain by a particularly nasty creature.

Conversation

What do you think of Berinncorte?

"It's a town. What of it?"

Do you know anything about the strife between Zugul and Sheergath?

"No."

What do you think of the Mayor and the government?

"I guess there's a Mayor. I don't know him, and I stay clear of any government, anywhere."

Tell me about being a... what is it you say you do, again?

"I'm a fighter. If you've the coin for it. Also sell a few things on the side. Interested?"

Do you do any... other sorts of work on the side?

"I'm an enproor." *You think he was trying to say "entrepreneur", but you can't be sure.* "I sell things that people don't want any more. I'm good at convincing folk to buy."

Elena Lomazonne (Merchant Princess)

CR 3; **XP** 800

Description

Beautiful, dashing, and brutal in negotiations, **Elena** is a ruthless entrepreneur. Though gifted more with intelligence than combat expertise, she nevertheless takes pains to keep herself trained and equipped as though she alone would have to defend herself, though she has no shortage of retainers, bodyguards, and armed and efficient personal staff.

Appearance

Curved, chin-length black hair frames a narrow, severe face. Hers is a **Charisma** fueled by presence, by stature, and by an imposing willpower bent toward determined goals. A reddish mole dances on her temple, at the outer edge of her eyebrow; casual observers might think she has recently suffered a cut to the head.

Combat Tactics

Elena does not flinch from the necessity of combat, but well knows her own shortcomings in battle—she will approach combat strategically, getting her allies to come to her assistance. If she is pressed to single combat, or part of a larger melee, she will fight relentlessly, and without remorse.

Factions

Elena is a **tribute**-paying member of the **Adamantium Trail**, to which she pays **8%** in representation of her elevated stature.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Female Human; CN Medium humanoid (human)			
Class	Aristocrat 3 / Fighter 1	Aristocrat 6 / Fighter 2	Aristocrat 10 / Fighter 4	Aristocrat 12 / Fighter 6
Initiative	-1	-1	+3	+4
Senses	**Perception** +11	**Perception** +15	**Perception** +22	**Perception** +24
Defense				
Armor Class	**AC** 17, **touch** 9, **ff** 17 (-1 Dex, +6 chainmail, +2 heavy steel shield)	**AC** 19, **touch** 9, **ff** 19 (-1 Dex, +7 *radiant breastplate +1*, +3 heavy steel shield)	**AC** 23, **touch** 9, **ff** 23 (-1 Dex, +9 *radiant half-plate armor +1*, +5 *heavy steel shield +2*)	**AC** 27, **touch** 10, **ff** 27 (+11 *radiant agile half-plate armor +3*, +6 *jousting heavy steel shield +3*)
hp / HD	**21** (3d8)+(1d10)	**38** (6d8)+(2d10)	**70** (10d8)+(4d10)	**84** (12d8)+(6d10)
Saves	**Fort** +3, **Ref** +0, **Will** +5	**Fort** +5, **Ref** +1, **Will** +7; +1 Will vs. fear	**Fort** +7, **Ref** +3, **Will** +10; +1 Will vs. fear	**Fort** +11, **Ref** +8, **Will** +12; +2 Will vs. fear
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** masterwork gladius +4 (1d6/19-20) or **Melee** heavy steel shield +3 (1d4) or **Melee** masterwork dagger +4 (1d4/19-20) or **Ranged** masterwork dagger (thrown) +3 (1d4/19-20) or **Ranged** light crossbow +2 (1d8/19-20)	**Melee** heavy steel shield +6 (1d4) or **Melee** *+1 shocking gladius* +7/+2 (1d6+1/19-20) or **Melee** masterwork dagger +7/+2 (1d4/19-20) or **Ranged** masterwork dagger (thrown) +6/+1 (1d4/19-20) or **Ranged** light crossbow +5/+0 (1d8/19-20)	**Melee** *+3 frost gladius* +15/+10/+5 (1d6+3/19-20) or **Melee** *+2 heavy steel shield* +11 (1d4) or **Melee** masterwork dagger +12/+7/+2 (1d4/19-20) or **Ranged** masterwork dagger (thrown) +11/+6/+1 (1d4/19-20) or **Ranged** light crossbow +10/+5/+0 (1d8/19-20) or **Melee** gauntlet +11/+6/+1 (1d3)	**Melee** *+3 icy burst gladius* +19/+14/+9 (1d6+3/19-20) or **Melee** *+3 jousting heavy steel shield* +15 (1d4) or **Melee** masterwork dagger +17/+12/+7 (1d4+1/19-20) or **Ranged** masterwork dagger (thrown) +17/+12/+7 (1d4+1/19-20) or **Ranged** light crossbow +15/+10/+5 (1d8/19-20) or **Melee** gauntlet +15/+10/+5 (1d3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 10, **Dex** 8, **Con** 10, **Int** 16, **Wis** 14, **Cha** 17	**Str** 10, **Dex** 8, **Con** 10, **Int** 16, **Wis** 14, **Cha** 18	**Str** 10, **Dex** 9, **Con** 10, **Int** 16, **Wis** 14, **Cha** 18	**Str** 10, **Dex** 10, **Con** 10, **Int** 16, **Wis** 14, **Cha** 18
Core Attack	**Base Atk** +3; **CMB** +3; **CMD** 12	**Base Atk** +6; **CMB** +6; **CMD** 15	**Base Atk** +11; **CMB** +11; **CMD** 20	**Base Atk** +15; **CMB** +15; **CMD** 25
Feats	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Uncanny Alertness	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Uncanny Alertness	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Critical Focus, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Profession (Merchant)), Tower Shield Proficiency, Uncanny Alertness, Weapon Focus (Gladius)	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Profession (Merchant)), Tower Shield Proficiency, Uncanny Alertness, Weapon Focus (Gladius)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -8, Appraise +10, Bluff +10, Climb -7, Craft (Untrained) +3, Diplomacy +12, Disguise +3, Escape Artist -8, Fly -8, Handle Animal +8, Heal +2, Intimidate +12, Perception +11, Perform (Untrained) +3, Profession (Merchant) +11, Ride -3, Sense Motive +12, Stealth -8, Survival +2, Swim -7	Acrobatics -6, Appraise +14, Bluff +15, Climb -5, Craft (Untrained) +3, Diplomacy +17, Disguise +4, Escape Artist -6, Fly -6, Handle Animal +11, Heal +2, Intimidate +17, Perception +15, Perform (Untrained) +4, Profession (Merchant) +16, Ride +1, Sense Motive +16, Stealth -6, Survival +2, Swim -5	Acrobatics -7, Appraise +20, Bluff +21, Climb -6, Craft (Untrained) +3, Diplomacy +25, Disguise +4, Escape Artist -7, Fly -7, Handle Animal +15, Heal +2, Intimidate +25, Perception +22, Perform (Untrained) +4, Profession (Merchant) +27, Ride +4, Sense Motive +24, Stealth -7, Survival +2, Swim -6	Acrobatics -6, Appraise +24, Bluff +25, Climb -3, Craft (Untrained) +3, Diplomacy +29, Disguise +4, Escape Artist -6, Fly -6, Handle Animal +17, Heal +2, Intimidate +29, Perception +24, Perform (Untrained) +4, Profession (Merchant) +31, Ride +12, Sense Motive +28, Stealth -6, Survival +2, Swim -6
Languages	Common, Dwarven, Elven, Orc			
Special Qualities	Bonus Feat, Bonus Feats, Humanoid Traits, Skilled	Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled, Weapon Training
Treasure	masterwork gladius; heavy steel shield; chainmail; masterwork dagger (2x); light crossbow; crossbow bolts (10x) 88 gp	*+1 shocking gladius;* heavy steel shield; *+1 radiant breastplate;* masterwork dagger (2x); light crossbow; crossbow bolts (10x) 23 pp; 151 gp	*+3 frost gladius; +2 heavy steel shield; +1 radiant half-plate armor;* masterwork dagger (2x); gauntlet; light crossbow; crossbow bolts (10x) 51 pp; 232 gp	*+3 icy burst gladius; +3 jousting heavy steel shield; +3 radiant agile half-plate armor;* masterwork dagger (2x); light crossbow; crossbow bolts (10x) 60 pp; 301 gp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

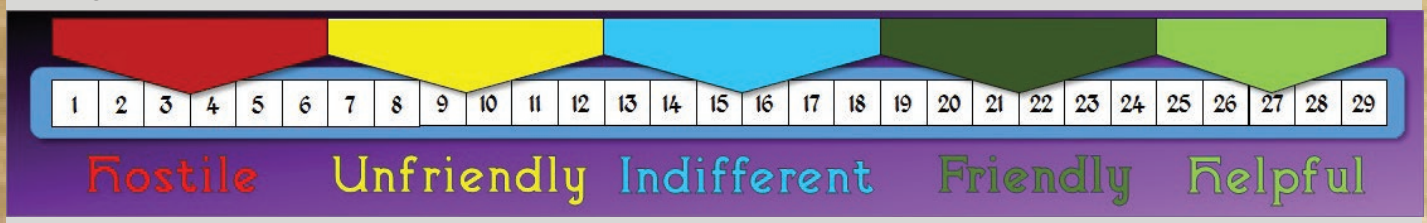


Table 40: Attitude Modifiers for Elena Lomazonne

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +1

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Combat Reflexes You can make additional attacks of opportunity. You may make 0 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Rhetorical Flourish You rapidly change topics and employ confusing rhetoric to distract people from your true intent. When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature. Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Profession (Merchant)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Focus (Gladius) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

Note: Unlike many other NPCs, **Elena's** role in this adventure is somewhat limited to a certain side quest. She has a larger role to play in the future of the Adventure Path of which **Dark Obelisk: Berinncorte** is a part, however, and so the GM is encouraged to find creative ways to ensure her survival.

During daylight hours, she will be part of her caravan, well outside **Berinncorte**.

At night, she will likely also be with her caravan.

Background

Elena was born to a wealthy merchant family, the youngest and sole female of six children. Her mother perished soon after giving birth to her, and although none in her family ever held it against her, she heard the street-level taunts leveled in her direction, and felt an unreasonable and heavy guilt.

When young, she and her elder brothers wanted for nothing, and while her siblings took advantage of her family's largess and doting, the sole Lomazonne heiress took advantage of a different sort. Books, tutors, trainers, and travel—she experienced as much as her family's ample fortune could make possible, saw much of the Realm, and learned even more.

When she was in her early twenties, **Elena** saw the threads of the fine tapestry of her family begin to fray. Her father, and her two uncles, began to lose money on the occasional deal—a supreme rarity in prior times. Everyone shrugged these mishaps off as the merchants finally running out of luck. But in conversations, parties, and bedrooms, the whispered rumor grew in strength that the Lomazonne family elders were instead running out of *sanity*.

They say the best rumors have a basis in truth, and this one was no exception to the aphorism. **Elena's** father **Guzman** was aging, and his mind slipping, but he was in complete denial even of the mere possibility. Followers, trusted advisors who had served the family for generations, kindly suggested that perhaps the lord should start to move some decisions, unimportant matters at first, to the elder sons, so that they might benefit from the experience of starting to manage the family industry.

Guzman had these advisors executed for what he labeled "treason".

That his two younger brothers, **Elena's** uncles, were declining as well, and at rates far more rapid than their elder brother, did not help matters. The three comprised a trinity of increasing self-delusion and declining sensibilities. With their wealth diminishing rapidly, the Lomazonne trio was widely viewed as the head family empire soon for demise. Merchants are nothing if not an opportunistic folk, and so the buzzards started circling, ready to pick clean the remnants of the insane leaders.

Elena, no slouch in the family business and in worldly matters besides, recognized the situation with a horrific clarity. She spoke with her brothers, but none of the five was interested, preferring instead to wallow in a continued fantasy free from want. Most advisors understood the situation as she did, and respected her for her honesty and forthrightness... but feared the wrath of **Guzman** and his brothers, should they help her intervene. Alone, and seeing few other options, she took up with the one family advisor who was willing to help.

And murdered her father.

She had hoped that the death would improve matters—otherwise, she wouldn't have taken such drastic measures. It did not. Her older uncle took over the family business, as tradition decreed. Though his dementia was not quite as woeful as his departed brother, he, too, was far past the point of being able to ably run a complex business empire, and so the decline of the family's assets continued, more or less unabated. **Elena** considered the new head of the family, his mental instability, and the similar instability of her second uncle. She realized, with a sick, startling sanity that stood in stark contrast to her parent's generation, what must be done.

And slew both her uncles.

The advisor who had helped her plan and execute all three assassinations had cautioned her that tradition meant the family business would then pass to the eldest son, and then next-eldest, and so on. Not only did tradition tend to frown upon a daughter taking up the business, but the *youngest* daughter at that—no way. It was without precedent.

Elena took to task establishing a *new* precedent.

She blackmailed her oldest brother, after finding him in bed with a boy a third his age. Her next-eldest brother, she threatened with violence, not quite revealing her role behind the murders, but insinuating that she at least was well-acquainted with whomever did the deeds. With brother number three, she paid a gigolo to seduce his fiancée. **Elena** confronted her sibling with the news, and had planned on threatening him with publishing the love letters she had intercepted between the fiancée and the prostitute... but the loss of his beloved had been enough to push him over the edge; Brother Three killed himself.

By this point, the remaining two brothers, lackadaisical as they may have been, were at least saavy enough at pattern recognition to understand what might be going on. They abdicated any claim they may have had to the estate at once, signing four times as much paperwork as they really needed to. **Elena** still exiled them from the family estate, gave them a stipend off of which to live going forward, and banished them from ever doing business as merchants again.

The tale of how this was all accomplished, the note the **Adamantium Trail** and others paid to the proceedings, and **Elena's** stratospheric rise through the ranks of that organization to become the Merchant Princess she is today... that's quite the interesting story, for another time. Suffice it to say that she is not small beans, holds no small sway... and you had better *hope* that you do not stand between her and what she desires.

In the Obelisk Attack

Elena is outside the city when the **Obelisk Erupts**, and survives as a result.

Conversation

What do you think of Berinncorte?

"It's a quaint city. Bigger than it seems."

Do you know anything about the strife between Zugul and Sheergath?

"It's no matter. Happens all over. Won't amount to much; people need to buy things no matter their ideology."

What do you think of the Mayor and the government?

"She keeps the peace. Order is good for business."

Tell me about being a merchant.

"It's grand. All the power and influence of a king, but no subjects to satisfy. Unless you mean employees, hirelings, contractors, mercenaries. Money is something everyone understands, no matter their background, station, job, or talents."

Do you do any... other sorts of work on the side?

"No time for any of that!"

Elizavetta Burak (Illusionist / Prostitute)

CR 2; **XP** 600

Description

Prostitution is legal in much of the Realm, and a service that is not unpopular. **Mayor Symms** is a sensible realist, and recognizes the role of the trade in the greater scheme of things and in history, but is also not its greatest fan—and so while the art is legal in the city, there is only one licensed practitioner. **Elizavetta Burak** is that tradeswoman, and she caters to all manner of clientele—man and woman, and of any sentient race.

Appearance

Beautiful, but imposing, **Elizavetta** knows well her craft. Her manner of dress is chosen to both attract and entertain customers during execution of a contract. Her eyes and hair are black, and her makeup accentuates the power of her eyes and long lashes. She's tall, but slender.

Combat Tactics

Elizavetta prefers to avoid combat, and will call upon the **Militia** immediately if she senses true fighting is about to begin. If it's necessary for her to be involved, she will fight using mundane means as a first approach, using her magical talents only as an absolute last resort.

Factions

She pays tribute only to **Berinncorte City**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2 ; **XP** 600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14, **XP** 38,400
Sex / Race	Female Human; NG Medium humanoid (human)			
Class	Illusionist 3	Illusionist 7	Illusionist 11	Illusionist 15
Initiative	**+0**	**+4**	**+4**	**+4**
Senses	**Perception** +0	**Perception** +2	**Perception** +3	**Perception** +3
Defense				
Armor Class	**AC** 10, **touch** 10, **ff** 10 (no modifiers)	**AC** 12, **touch** 12, **ff** 10 (+2 *amulet of deflection* +2)	**AC** 14, **touch** 14, **ff** 10 (+2 *amulet of deflection* +2, +2 *ring of insight* +2)	**AC** 16, **touch** 16, **ff** 10 (+2 *amulet of deflection* +2, +2 *ring of insight* +2, +2 *circlet of luck* +2)
hp / HD	**8** (3d6)	**22** (7d6)	**38** (11d6)	**49** (15d6)
Saves	**Fort** +1, **Ref** +1, **Will** +3	**Fort** +2, **Ref** +2, **Will** +5	**Fort** +3, **Ref** +5, **Will** +7	**Fort** +7, **Ref** +7, **Will** +11
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** dagger -1 (1d4-2/19-20) or **Ranged** dagger (thrown) +1 (1d4-2/19-20) or **Ranged** light crossbow +1 (1d8/19-20)	**Melee** masterwork dagger +2 (1d4-2/19-20) or **Ranged** masterwork dagger (thrown) +4 (1d4-2/19-20) or **Ranged** light crossbow +3 (1d8/19-20)	**Melee** +2 *dagger* +5 (1d4/19-20) or **Ranged** +2 *dagger* (thrown) +7 (1d4/19-20) or **Ranged** light crossbow +5 (1d8/19-20)	**Melee** +3 *spell storing dagger* +8/+3 (1d4+1/19-20) or **Ranged** +3 *spell storing dagger* (thrown) +10/+5 (1d4+1/19-20) or **Ranged** light crossbow +7/+2 (1d8/19-20)

	Low	Moderate	Advanced	Elite
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Blinding Ray	Blinding Ray	Blinding Ray	Blinding Ray
Prepared Spells	**Wizard (CL 3rd):** **2nd** – *adoration* (DC 14), *mirror image, unnatural lust* (DC 14) **1st** – *charm person* (DC 13), *illusion of calm* (DC 13), *sleep* (DC 13), *youthful appearance* **0th** – *daze* (DC 12), *mage hand, open/close, read magic*	**Wizard (CL 7th):** **4th** – *charm monster* (DC 16), *shocking image* **3rd** – *gentle repose* (DC 15), *hold person* (DC 15), *major image* (DC 15) **2nd** – *adoration* (DC 14), *mirror image, misdirection, pilfering hand, unnatural lust* (DC 14) **1st** – *alarm, charm person* (DC 13), *disguise self, illusion of calm* (DC 13), *sleep* (DC 13), *youthful appearance* **0th** – *daze* (DC 12), *mage hand, open/close, read magic*	**Wizard (CL 11th):** **6th** – *permanent image* (DC 19), *serenity* (DC 19) **5th** – *covetous aura, dominate person* (DC 18), *persistent image* (DC 18) **4th** – *charm monster* (2x, DC 17), *lesser geas* (DC 17), *shocking image* **3rd** – *blink, gentle repose* (DC 16), *hold person* (DC 16), *major image* (DC 16), *reckless infatuation* (DC 16), *suggestion* (DC 16) **2nd** – *adoration* (DC 15), *mirror image, misdirection, pilfering hand, touch of idiocy, unnatural lust* (DC 15) **1st** – *alarm, charm person* (DC 14), *disguise self, illusion of calm* (DC 14), *sleep* (DC 14), *youthful appearance* **0th** – *daze* (DC 13), *mage hand, open/close, read magic*	**Wizard (CL 15th):** **7th** – *mass hold person* (DC 20), *joyful rapture, simulacrum* **6th** – *geas/quest, mage's lubrication, permanent image* (DC 19), *serenity* (DC 19) **5th** – *covetous aura, dominate person* (DC 18), *dream, persistent image* (DC 18), *symbol of sleep* (DC 18) **4th** – *charm monster* (2x, DC 17), *detect scrying, lesser geas* (DC 17), *shocking image* **3rd** – *blink, gentle repose* (DC 16), *hold person* (DC 16), *major image* (DC 16), *reckless infatuation* (DC 16), *suggestion* (DC 16) **2nd** – *adoration* (DC 15), *mirror image, misdirection, pilfering hand, touch of idiocy, unnatural lust* (DC 15) **1st** – *alarm, charm person* (DC 14), *disguise self, illusion of calm* (DC 14), *sleep* (DC 14), *youthful appearance* **0th** – *daze* (DC 13), *mage hand, open/close, read magic*
Statistics				
Ability Scores	**Str** 7, **Dex** 11, **Con** 10, **Int** 14, **Wis** 10, **Cha** 18	**Str** 7, **Dex** 11, **Con** 10, **Int** 15, **Wis** 10, **Cha** 18	**Str** 7, **Dex** 11, **Con** 10, **Int** 16, **Wis** 10, **Cha** 18	**Str** 7, **Dex** 11, **Con** 10, **Int** 17, **Wis** 10, **Cha** 18
Core Attack	**Base Atk** +1; **CMB** -1; **CMD** 9	**Base Atk** +3; **CMB** +1; **CMD** 13	**Base Atk** +5; **CMB** +3; **CMD** 17	**Base Atk** +7; **CMB** +5; **CMD** 21
Feats	Deceitful, Eschew Materials, Persuasive, Scribe Scroll	Alertness, Deceitful, Eschew Materials, Improved Initiative, Persuasive, Scribe Scroll, Silent Spell	Alertness, Brew Potion, Deceitful, Eschew Materials, Improved Initiative, Lightning Reflexes, Persuasive, Scribe Scroll, Silent Spell, Uncanny Alertness	Alertness, Brew Potion, Dazing Spell, Deceitful, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Scribe Scroll, Silent Spell, Uncanny Alertness

	Low	Moderate	Advanced	Elite
Skills	Appraise +7, Bluff +6, Climb -2, Craft (Untrained) +2, Diplomacy +6, Disguise +7, Intimidate +6, Knowledge (Arcana) +6, Knowledge (Geography) +7, Knowledge (History) +7, Perform (Untrained) +4, Profession (Courtesan) +9, Sleight of Hand +1, Spellcraft +8, Swim -2	Appraise +9, Bluff +6, Climb -2, Craft (Untrained) +2, Diplomacy +6, Disguise +9, Intimidate +6, Knowledge (Arcana) +9, Knowledge (Geography) +10, Knowledge (History) +10, Perception +2, Perform (Untrained) +4, Profession (Courtesan) +14, Sense Motive +2, Sleight of Hand +3, Spellcraft +12, Swim -2	Appraise +14, Bluff +6, Climb -2, Craft (Untrained) +3, Diplomacy +6, Disguise +12, Intimidate +6, Knowledge (Arcana) +15, Knowledge (Geography) +15, Knowledge (History) +15, Knowledge (Nature) +11, Perception +3, Perform (Untrained) +4, Profession (Courtesan) +18, Sense Motive +3, Sleight of Hand +5, Spellcraft +17, Swim -2	Appraise +18, Bluff +6, Climb -2, Craft (Untrained) +3, Diplomacy +6, Disguise +18, Intimidate +6, Knowledge (Arcana) +15, Knowledge (Geography) +19, Knowledge (History) +19, Knowledge (Nature) +11, Perception +3, Perform (Untrained) +4, Profession (Courtesan) +22, Sense Motive +3, Sleight of Hand +9, Spellcraft +21, Swim -2
Languages	Common, Gnome, Read Lips	Common, Gnome, Read Lips	Common, Gnome, Read Lips, Elven	Common, Gnome, Read Lips, Elven
Special Qualities	Arcane Bond, Bonded Object, Bonus Feat, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Invisibility Field, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Invisibility Field, Necromancy Opposition School, Skilled
Treasure	dagger; masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	masterwork dagger; *amulet of deflection (+2 AC);* masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	*+2 dagger*; *amulet of deflection (+2 AC); ring of insight (+2 AC);* masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	*+3 spell storing dagger*; *amulet of deflection (+2 AC); ring of insight (+2 AC); +2 circlet of luck (+2 AC);* masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit
Magic				
Spells per Day	**Wizard (CL 3):** 4+0 / 3+1 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 DC: 13 + spell level	**Wizard (CL 7):** 4+0 / 5+1 / 4+1 / 2+1 / 1+1 / 0 / 0 / 0 / 0 DC: 13 + spell level	**Wizard (CL 11):** 4+0 / 5+1 / 5+1 / 5+1 / 3+1 / 2+1 / 1+1 / 0 / 0 DC: 14 + spell level	**Wizard (CL 15):** 4+0 / 5+1 / 5+1 / 5+1 / 4+1 / 4+1 / 3+1 / 2+1 / 1 DC: 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

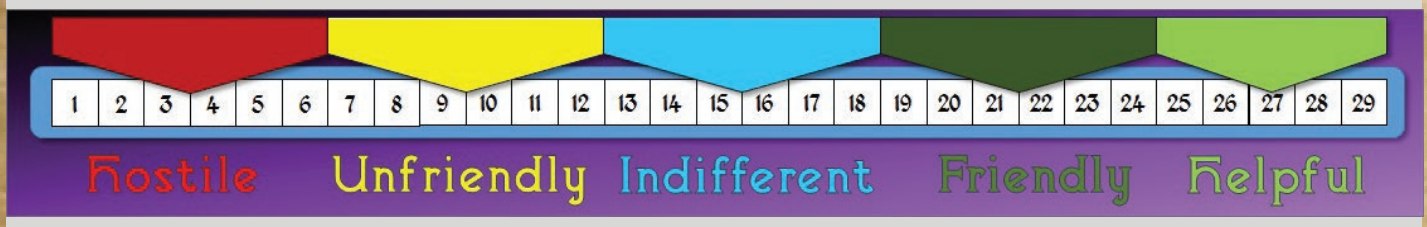


Table 41: Attitude Modifiers for Elizavetta Burak

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Conversation	Demonstrate obvious contempt for her profession	**-5**	-
Conversation	Demonstrate obvious approval of her profession	**+1**	-
Conversation	Inquire as to the nature of her clientele, and specific clients	**-1**	-
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Blinding Ray (Sp) As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more than 15 Hit Dice are dazzled for 1 round instead. This ability can be used 6 times per day.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Evocation Opposition School You have chosen evocation spells as an opposition school. Preparing an evocation spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an evocation spell as a prerequisite.

Extended Illusion (Su) Any illusion spell you cast with a duration of "Concentration" lasts an additional 7 rounds after you stop maintaining concentration.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Illusion School You have chosen to specialize in illusion spells.

Invisibility Field (Sp) You can make yourself invisible as a swift action for 15 rounds per day. These rounds do not need to be consecutive. This otherwise functions as Greater Invisibility.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Dazing Spell You can daze creatures with the power of your spells. You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Eschew Materials You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Silent Spell You can cast your spells without making any sound. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Known Spells

0th - *Daze, Mage Hand, Open/Close, Read Magic, Prestidigitation, Arcane Mark, Resistance, Detect Poison, Ghost Sound, Mending, Acid Splash, Haunted Fey Aspect, Message, Detect Magic*

1st - *Alarm, Cause Fear, Charm Person, Comprehend Languages, Disguise Self, Enlarge Person, Grease, Illusion of Calm, Mount, Sleep, Ventriloquism, Vocal Alteration, Youthful Appearance*

2nd - *Adoration, Alter Self, Bestow Insight, Certain Grip, Continual Flame, Detect Thoughts, Disguise Other, Ghostly Disguise, Invisibility, Minor Image, Mirror Image, Misdirection, Pilfering Hand, Rope Trick, Silk to Steel, Spectral Hand, Touch of Idiocy, Unnatural Lust, Whispering Wind*

3rd - *Arcane Sight, Beast Shape I, Blink, Clairaudience/Clairvoyance, Cloak of Winds, Countless Eyes, Deep Slumber, Elemental Aura, Enter Image, Fly, Force Punch, Gaseous Form, Gentle Repose, Haste, Hold Person, Lover's Vengeance, Major Image, Nondetection, Reckless Infatuation, Seek Thoughts, Shrink Item, Slow, Suggestion, Tongues, Twilight Knife*

4th - *Arcane Eye, Charm Monster, Confusion, Daze, Mass, Detect Scrying, Fear, Geas (Lesser), Illusory Wall, Moonstruck, Scrying, Share Senses, Shocking Image, Simulacrum, Lesser*

5th - *Break Enchantment, Covetous Aura, Dominate Person, Dream, False Vision, Feeblemind, Hold Monster, Mind Fog, Mirage Arcana, Permanency, Persistent Image, Prying Eyes, Secret Chest, Sending, Smug Narcissism, Symbol of Sleep*

6th - *Age Resistance, Contingency, Dispel Magic (Greater), Envious Urge, Flesh to Stone, Forceful Hand, Fumble, Mass, Geas/Quest, Getaway, Mage's Lucubration, Mislead, Permanent Image, Repulsion, Serenity, Suggestion (Mass), True Seeing*

7th - *Age Resistance, Greater, Arcane Sight (Greater), Deflection, Hold Person (Mass), Joyful Rapture, Project Image, Scrying (Greater), Sequester, Simulacrum*

8th - *Antipathy, Binding, Clone, Demand, Iron Body, Irresistible Dance, Moment of Prescience*

9th - *Dominate Monster, Energy Drain, Overwhelming Presence, Shapechange*

Habits and Logistics

During daylight hours, **Elizavetta** will be in her tent, though daytime is not her most popular time to offer services.

At night, she will also be in her tent, offering services; popular times are in the late evening hours.

Background

Born on a farm to farming parents, **Elizvetta** was bored of her childhood almost from the start. Her parents fought constantly, and broke up shortly after she arrived; though she never blamed herself, and her parents both treat her well, she learned from an early age that neither could quite be trusted, and she struck out on her own as early as she could manage. She has come by her training in a variety of locations, studying under illusionists and other wizards in various cities to gain more and more power. When she came to **Berinncorte** a few years ago, she was taken immediately with **Shakira Alam**, and formed a romantic relationship with the understanding halfling shortly thereafter.

In the Obelisk Attack

She's with a customer at the time; she compels him to lead her to safety, but en route, both her and her client are slain by **Forces of the Obelisk**.

Conversation

What do you think of Berinncorte?

"It's better than most towns I've been to. Safe, peaceful, and not boring; that's a difficult balance."

Do you know anything about the strife between Zugul and Sheergath?

"So sad, that such impassioned people cannot set aside fabricated differences and come together... or to simply live and let live."

What do you think of the Mayor and the government?

"She does as good a job as any I've seen in keeping the peace. And she lets me operate in a near-monopoly, so it's hard for me to complain."

Tell me about being a... prostitute? Courtesan? Which title do you prefer?

"You can call me nearly anything you want, so long as you're a paying customer. Those who are simply conversing, however, may call me Elizavetta. And I don't mind my work. Most folk are appreciative of the service, and try to do as best they can by me, for what that's worth. I've heard of many in my trade, men and women, who are mistreated, taken advantage of, or worse... I'm my own mistress, owe no soul money or allegiance, and set my own hours. There are worse lives, to be sure."

Do you do any... other sorts of work on the side?

"What, is my normal job not sufficiently interesting, that you imagine I do something else on the side? Like what? What would that be—slaying dragons? Not quite."

Esk (Innkeeper)

CR 1; **XP** 400

Description

As one of the only lizardfolk in **Berinncorte**, and as its only Summoner, **Esk** takes a little getting used to... but is generally as pleasant as can be. He knows he's an aberration in these parts, and goes the extra mile not just to fit in, but to avoid conflict.

He claims to have no opinion on any matters, but can always be relied upon to point you in the right direction to someone who *can* opine.

Appearance

To a humanoid observer, **Esk** seems both alien and quite human—he's quite strong and nimble, but most folk don't notice, particularly if they've never seen lizardfolk. He dresses conservatively and simply, and prefers dark blue and white colors. When outside, he prefers cloaks with hoods so as to minimize the impact of his uncommon appearance on those who might be prejudiced against strange races.

Combat Tactics

Esk prefers to talk, and to strike a deal, even if it is unfavorable to his interests. He's painfully aware of his anomalous appearance, and wants to give the **Militia** as little reason as possible to investigate him or his doings. To this end, he will take great pains to avoid conflict, even if it seems certain. He will flee if overmatched, and will fight only if necessary.

Once engaged in combat, however, **Esk** shows his true colors as a Chaotic Evil summoner... he uses every spell and trick at his disposal to cause as much damage, as quickly as he can. If he gains the advantage, he shows no mercy, and will remorselessly slaughter everyone in the building if he feels it's necessary to avoid further conflict.

Factions

He has been involved with the **Wild Kingdom**, but left them when it became clear that he felt better suited to plots and schemes than outright warfare. He currently **tributes** to **Sheergath**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Lizardfolk; CE Medium lizardfolk (reptilian)			
Class	Summoner 2	Summoner 6	Summoner 13	Summoner 17
Initiative	+1	+1	+2	+2
Senses	**Perception** -2	**Perception** +0	**Perception** +0	**Perception** +0
Defense				
Armor Class	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +5 natural, +1 padded armor)	**AC** 19, **touch** 11, **ff** 18 (+1 Dex, +5 natural, +3 studded leather armor)	**AC** 24, **touch** 13, **ff** 122 (+2 Dex, +7 natural, +5 *studded leather armor +1 (w/Deflection AC bonus +1)*)	**AC** 25, **touch** 12, **ff** 23 (+2 Dex, +7 natural, +6 *studded leather armor +3 w/SR13*)
hp / HD	**16** (2d8)+2	**40** (6d8)+6	**89** (13d8)+20	**120** (17d8)+28
Saves	**Fort** +1, **Ref** +3, **Will** +1	**Fort** +3, **Ref** +5, **Will** +5	**Fort** +7, **Ref** +8, **Will** +8	**Fort** +8, **Ref** +9, **Will** +10
Defensive Abilities	-	-	-	**Spell Resistance** 13
Offense				
Movement	**Speed** 30 ft.; **Swim** 15 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** sickle +4 (1d6+3) or **Ranged** dart +2 (1d4+3) or **Melee** claw +4 (1d4+3) or **Melee** bite +1 (1d4+3)	**Ranged** dart +5 (1d4+3) or **Melee** *+1 sickle* +8 (1d6+4) or **Melee** claw +7 (1d4+3) or **Melee** bite +4 (1d4+3)	**Melee** *+1 sickle* +14/+9 (1d6+5) or **Melee** *+1 corrosive sickle* +14 (1d6+3) or **Melee** claw +13 (1d4+4) or **Melee** bite +10 (1d4+4) or **Ranged** dart +11/+6 (1d4+4)	**Melee** claw +16 (1d4+4) or **Melee** *+3 corrosive burst sickle* +19/+14/+9 (1d6+7) or **Melee** *+1 corrosive sickle* +17 (1d6+3) or **Melee** bite +13 (1d4+4) or **Ranged** dart +14/+9/+4 (1d4+4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Known Summoner Spells (CL 2nd):** **1st (3x/day)** – *identify, summon monster I, unseen servant* **0th (at will)** – *acid splash, arcane mark, detect magic, message, open/close*	**Known Summoner Spells (CL 6th):** **2nd (3x/day)** – *protection from law (communal), summon eidolon, summon monster II, summon swarm* **1st (5x/day)** – *daze monster, identify, summon monster I, unseen servant* **0th (at will)** – *acid splash, arcane mark, daze, detect magic, message, open/close*	**Known Summoner Spells (CL 13th):** **5th (1x/day)** – *creeping doom, summon monster VII* **4th (3x/day)** – *baleful polymorph, daze (mass), hold monster, teleport* **3rd (4x/day)** – *charm monster, dispel magic, fire shield, fly, summon monster IV* **2nd (5x/day)** – *blur, protection from law (communal), summon eidolon, summon monster II, summon swarm* **1st (6x/day)** – *daze monster, identify, mage armor, protection from law, summon monster I, unseen servant* **0th (at will)** – *acid splash, arcane mark, daze, detect magic, message, open/close*	**Known Summoner Spells (CL 17th):** **6th (2x/day)** – *mass charm monster, maze, summon monster VIII* **5th (4x/day)** – *creeping doom, summon monster VII, greater teleport* **4th (4x/day)** – *baleful polymorph, daze (mass), hold monster, teleport* **3rd (5x/day)** – *charm monster, dispel magic, fire shield, fly, summon monster IV* **2nd (5x/day)** – *blur, protection from law (communal), summon eidolon, summon monster II, summon swarm* **1st (5x/day)** – *daze monster, identify, mage armor, protection from law, summon monster I, unseen servant* **0th (at will)** – *acid splash, arcane mark, daze, detect magic, message, open/close*
Statistics				
Ability Scores	**Str** 17, **Dex** 13, **Con** 12, **Int** 9, **Wis** 6, **Cha** 12	**Str** 17, **Dex** 13, **Con** 12, **Int** 10, **Wis** 6, **Cha** 12	**Str** 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 6, **Cha** 12	**Str** 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 7, **Cha** 12
Core Attack	**Base Atk** +1; **CMB** +4; **CMD** 15	**Base Atk** +4; **CMB** +7; **CMD** 18	**Base Atk** +9; **CMB** +13; **CMD** 26	**Base Atk** +12; **CMB** +16; **CMD** 28
Feats	Lightning Reflexes	Improved Iron Will, Iron Will, Lightning Reflexes	Extra Summons, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Summoner's Call	Cleave, Extra Summons, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Summoner's Call

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +5, Appraise -1, Artistry -1, Bluff +2, Climb +3, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal -2, Intimidate +1, Perception -2, Perform (Untrained) +1, Ride +1, Sense Motive -2, Spellcraft +4, Stealth +1, Survival -2, Swim +11, Use Magic Device +5	Acrobatics +4, Bluff +3, Climb +2, Diplomacy +1, Disguise +1, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +7, Sense Motive -2, Spellcraft +6, Survival -2, Swim +10, Use Magic Device +5	Acrobatics +6, Bluff +5, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +9, Ride +2, Sense Motive -2, Spellcraft +11, Stealth +2, Survival -2, Swim +12, Use Magic Device +12	Acrobatics +6, Bluff +5, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +9, Ride +2, Sense Motive -2, Spellcraft +15, Stealth +2, Survival -2, Swim +12, Use Magic Device +16
Languages	Common, Draconic			
Special Qualities	Bond Senses, Cantrips, Eidolon, Hold Breath, Life Link, Summon Monster, Weapon and Armor Proficiency	Bond Senses, Cantrips, Eidolon, Hold Breath, Life Link, Maker's Call, Shield Ally, Summon Monster, Weapon and Armor Proficiency	Aspect, Bond Senses, Cantrips, Eidolon, Greater Shield Ally, Hold Breath, Life Link, Maker's Call, Summon Monster, Transposition, Weapon and Armor Proficiency	Aspect, Bond Senses, Cantrips, Eidolon, Greater Shield Ally, Hold Breath, Life Bond, Life Link, Maker's Call, Merge Forms, Summon Monster, Transposition, Weapon and Armor Proficiency
Treasure	sickle; dart (5x); padded armor 12 gp	*+1 sickle*; dart (5x); studded leather armor 39 gp	*+1 corrosive sickle; +1 sickle; +1 studded leather armor (w/ deflection AC bonus +1);* dart (5x) 61 gp	*+3 corrosive burst sickle; +1 corrosive sickle; +3 studded leather armor (w/spell resistance 13);* dart (5x) 12 pp; 81 gp
Magic				
Spells per Day	**Summoner (CL 2nd):** 0 / 3 / 0 / 0 / 0 / 0 / 0 / 0 / 0 (DC 12+spell level)	**Summoner (CL 6th):** 0 / 5 / 3 / 0 / 0 / 0 / 0 / 0 / 0 (DC 12+spell level)	**Summoner (CL 13th):** 0 / 6 / 5 / 4 / 3 / 1 / 0 / 0 / 0 (DC 12+spell level)	**Summoner (CL 17th):** 0 / 6 / 5 / 5 / 4 / 4 / 2 / 0 / 0 (DC 12+spell level)

Attitude Tracker

Starting Attitude: 14 (Indifferent)

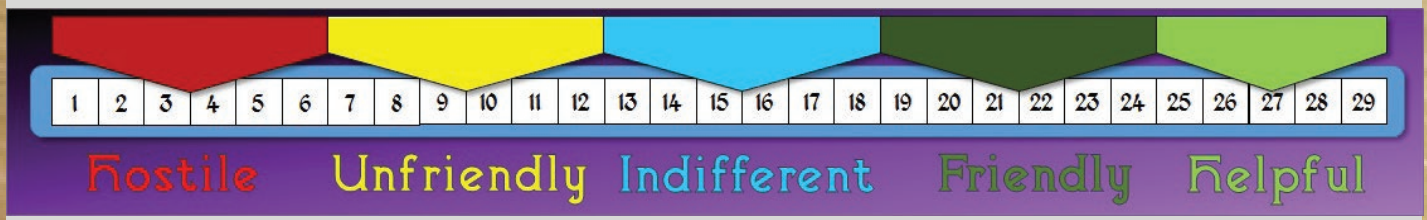


Table 42: Attitude Modifiers for Esk

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Conversation	Demonstrate obvious contempt for her profession	**-5**	-
Conversation	Demonstrate obvious approval of her profession	**+1**	-
Conversation	Inquire as to the nature of her clientele, and specific clients	**-1**	-
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aspect (Su) You may divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as well. You cannot select the ability increase evolution through this ability. Any points spent in this way are taken from your eidolon's evolution pool (reducing the total number available to your eidolon). You can change the evolutions you receives from these points any time you can change your eidolon's evolutions.

Aspect ~ 1 point Divert 1 point from your eidolon's evolution pool to add 1 evolution to yourself.

Bond Senses (Su) As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 17 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Eidolon (Ex) You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except

that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.

Greater Shield Ally (Su) Whenever an ally is within your eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. For you, the bonuses increase to +4. The bonuses do not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Hold Breath (Ex) A lizardfolk can hold its breath for 48 rounds before it risks drowning.

Improved Natural Armor (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Life Bond (Su) Your life becomes linked to your eidolon's. As long as your eidolon has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to fewer than 0 hit points is instead transferred to your eidolon. This damage is transferred 1 point at a time, meaning that as soon as your eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner.

Life Link (Su) A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.

Maker's Call (Su) As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (3/day)

Merge Forms (Su) As a full-round action, you can touch your eidolon to merge forms. This transformation includes all of your gear. While merged in this way, you are protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting you are suspended until you emerge from your eidolon (although durations continue to expire). You can cast spells while inside your eidolon by taking control of your eidolon for the duration of the casting. Any material components used for these spells are taken from your gear, even though they are otherwise inaccessible. You can direct all of your eidolon's actions while merged, can perceive through its senses, and can speak through its voice. You can use this ability for 17 rounds per day. You can end this effect at any time as a swift action. You emerge in a square adjacent to your eidolon if able. If your eidolon is returned to its home plane while you are merged with it, you are immediately ejected, taking 4d6 points of damage, and are stunned for 1 round.

Summon Monster (Sp) You can cast Summon Monster 9 as a spell-like ability 5 times per day as a standard action and the creatures remain for 17 minutes (instead of 17 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.

Transposition (Su) You may use your maker's call ability to swap locations with eidolon. If it is larger than you, you can appear in any square occupied by your eidolon. Your eidolon must occupy the square that was occupied by you if able, or as close as possible if it is not able.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Extra Summons

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Summoner's Call Whenever you summon your eidolon, it is more powerful for a brief period of time. Whenever you summon your eidolon, you may give it a +2 enhancement bonus to its Strength, Dexterity, or Constitution. This bonus lasts 10 minutes after the summoning ritual is complete.

Habits and Logistics

During daylight hours, **Esk** may (35%) be at the **Town Square**, buying provisions or just meeting and greeting folk in case they are useful. He might (45%) instead be in the **Inn**, staffing the front desk should guests arrive or have issues. The remainder of the time (20%) he might be enjoying a sip and a snack at the **Tavern** next door.

At night, **Esk** will always be in the **Inn**, tending to the business of innkeeping or sleeping.

Background

Esk was secretly exiled from his clan far away. Although he was exiled because he murdered his father, it must be admitted that the main was evil and sadistic. Most of **Esk's** family, and some elders who knew what was what, send him a stipend by way of support and apology.

The GM is encouraged to take some steps to ensure that **Esk** remains alive; his family, the nobility, politics around the

death, and so on might factor into a future adventure opportunity.

Finally, and perhaps most significantly, unbeknownst to **Esk**, his eidolon **Cherissur** is secretly plotting a takeover of the surface world from the dark side of the realm. Such plots and their impact are beyond the scope of this adventure, however... **Cherissur** and her allies are playing the long game with their schemes, and will take no action in the timeframe of what occurs during the **Obelisk Eruption**.

In the Obelisk Attack

Esk is wounded, and loses two fingers from his right hand in the attack, but he shrugs it off and focuses on opening his rooms and common area to anyone who was wounded or needs to recover. Charges criminally low rates for those whose houses were destroyed in the attack, because he can afford to.

Note that much of this behavior is a sham, as Esk is indeed Chaotic Evil, and such philanthropy and goodwill seem quite counter to this alignment. He nevertheless knows what best to do so as to fit in, and he assumes that his seemingly good actions in this regard will simply offer him increased opportunity in the future.

Conversation

What do you think of Berinncorte?

"Stable place, peaceful. Good for business. Not a great place to travel through on your way someplace else, though; business could be better."

Do you know anything about the strife between Zugul and Sheergath?

"Worship any gods you like; you still need a place to rest your head. I go to Sheergath, myself, but only because there's enough law as it is around here. I think folk tend to worship what they wish there was *more* of in the world, no?"

What do you think of the Mayor and the government?

"She keeps the peace, it must be said. Not a fan that the city and Zugul are so tight. There's nothing wrong; it's just that Zugul feels slighted, I think."

Tell me about being an innkeeper.

"You meet all manner of folk. Sometimes that's a good thing, other times, not so much. It's a stable job; there'll always be folk in need of a bed. Speaking of which, do you need a room or two for the night?"

Do you do any... other sorts of work on the side?

"What do you mean?" *He sounds wary, but not defensive.*

***Diplomacy** check at DC 17, pressing on the question above:*

"Well, I dabble in the arcane arts. Summoning, mostly. Fascinating craft, that; do you have any background?"

*He seems genuinely interested in sharing his knowledge, and will immediately become **Friendly** to any PC with at least one class level of Summoner.*

*A further **Diplomacy** check at DC 18 will get the party's rooms comped for up to four nights while they stay in town as a result of this interaction.*

Cherissur (Esk's Eidolon)

CR as Esk; **XP** as Esk

Description

Esk believes **Cherissur** to be simply another eidolon. He is unaware that she is in fact an Outsider from the dark side of the realm, a region whose very nature is unknown to all in the context of this adventure. Her long-term plan is to leverage her relationship with the lizardman, and persuade him to become a part of her emergence into this world.

Appearance

Cherissur appears as a serpent; her head has humanlike features and unsettlingly purple human eyes. She's not quite a snake, not quite something else... the whole package is quite disconcerting to most.

Combat Tactics

As an eidolon, she will do her best to defend **Esk**, and nominally obey his directives in battle—the lizardman must survive if she is to make use of him.

However, should the lizardman perish, there are others who might be utilized for similar intent. She will preserve herself if possible.

Factions

None defined in the context of this adventure.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** -; **XP** -	**CR** -; **XP** -	**CR** -; **XP** -	**CR** -; **XP** -
Sex / Race	Female Eidolon; CE Medium eidolon			
Class	Eidolon 2	Eidolon 5	Eidolon 10	Eidolon 13
Initiative	**+3**	**+4**	**+5**	**+6**
Senses	**Perception** +5; **Darkvision** 60'	**Perception** +10; **Darkvision** 60'	**Perception** +17; **Darkvision** 60'; **Aura** Frightful Presence (30', DC 15)	**Perception** +20; **Darkvision** 60'; **Aura** Frightful Presence (30', DC 16)

	Low	Moderate	Advanced	Elite
Defense				
Armor Class	**AC** 17, **touch** 13, **ff** 14 (+3 Dex, +4 natural)	**AC** 24, **touch** 14, **ff** 20 (+4 Dex, +10 natural)	**AC** 31, **touch** 15, **ff** 26 (+5 Dex, +16 natural)	**AC** 36, **touch** 16, **ff** 30 (+6 Dex, +20 natural)
hp / HD	7 (2d10)+2	**21** (5d10)+5	**51** (10d10)+10	**51** (13d10)+13
Saves	**Fort** +1, **Ref** +6, **Will** +3	**Fort** +2, **Ref** +10, **Will** +4	**Fort** +4, **Ref** +14, **Will** +7	**Fort** +7, **Ref** +16, **Will** +10
Defensive Abilities	Evasion	Evasion	Evasion	Improved Evasion
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.			
Attacks	**Melee** bite +4/+4/+4 (1d6+3) or **Melee** tail slap -1 (1d6+1)	**Melee** bite +9/+9/+9 (1d8+6) or **Melee** tail slap +4 (1d6+2)	**Melee** bite +15/+15/+15 (1d8+7) or **Melee** tail slap +10 (1d6+3)	**Melee** bite +22/+22/+22 (1d8+13) or **Melee** tail slap +17 (1d6+5
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	-	-	**Breath Weapon:** Cone of Cold (30' Cone of Cold 10d6 cold, DC 16, 1x/day)	**Breath Weapon:** Cone of Cold (30' Cone of Cold 10d6 cold, DC 17, 1x/day)
Statistics				
Ability Scores	**Str** 15, **Dex** 17, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11	**Str** 18, **Dex** 18, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11	**Str** 21, **Dex** 21, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11	**Str** 28, **Dex** 23, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 17	**Base Atk** +5; **CMB** +9; **CMD** 23	**Base Atk** +10; **CMB** +15; **CMD** 30	**Base Atk** +13; **CMB** +22; **CMD** 38
Feats	Intimidating Prowess	Alertness, Intimidating Prowess, Lightning Reflexes	Alertness, Cleave, Intimidating Prowess, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack
Skills	Acrobatics +5, Appraise -2, Artistry -2, Climb +10, Craft (Untrained) -2, Escape Artist +3, Fly +3, Intimidate +7, Perception +5, Ride +3, Sense Motive +5, Stealth +8, Swim +2	Acrobatics +6, Appraise -2, Artistry -2, Climb +12, Craft (Untrained) -2, Escape Artist +4, Fly +4, Intimidate +12, Perception +10, Ride +4, Sense Motive +10, Stealth +12, Swim +4	Acrobatics +7, Appraise -2, Artistry -2, Climb +13, Craft (Untrained) -2, Escape Artist +5, Fly +5, Intimidate +18, Perception +17, Ride +5, Sense Motive +17, Stealth +18, Swim +5	Acrobatics +8, Appraise -2, Artistry -2, Climb +17, Craft (Untrained) -2, Escape Artist +6, Fly +6, Intimidate +25, Perception +20, Ride +6, Sense Motive +20, Stealth +22, Swim +9
Languages	Common, Draconic (as **Esk;** p 614)			
Special Qualities	Darkvision, Link, Reach (Bite), Share Spells	Darkvision, Devotion, Link, Reach (Bite), Share Spells	Breath Weapon: Cone of Cold (30' Cone of Cold 10d6 cold, DC 16, 1/day), Darkvision, Devotion, Frightful Presence (30 ft., DC 15), Link, Multiattack, Reach (Bite), Share Spells	Breath Weapon ~ Cone of Cold (30' Cone of Cold 13d6 cold, DC 17, 1/day), Darkvision, Devotion, Frightful Presence (30 ft., DC 16), Link, Magic Attacks, Multiattack, Poison (Str), Reach (Bite), Share Spells

Special Abilities

Ability Increase ~ Strength (S-M) (3x) (Ex)

Bite (2x) (Ex) The eidolon's maw is full of razor-sharp teeth, giving it a bite attack.

Bite (1.5 x Str.) (Ex) If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Breath Weapon ~ Cone of Cold (Su) 30' Cone of Cold 13d6 cold, DC 17. Breath weapons allow a Reflex save for half damage. 1/day.

Climb (Ex) The eidolon becomes a skilled climber, gaining a climb speed equal to its base speed.

Strength (3x)

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot

be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 16). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Improved Damage (Bite) (Ex) One of the eidolon's natural attacks is particularly deadly.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Improved Natural Armor (2x) (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Link (Ex) A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Magic Attacks (Su) All your natural attacks are treated as magic and your alignment for the purpose of overcoming damage reduction

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 2 natural attacks. You gain a second attack with one of your natural weapons at -5.

Poison (Str) (Ex) Injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save.

Reach (Bite) (Ex) Reach increased 5 ft. with your Bite

Share Spells (Ex) The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Skills (Escape Artist, Intimidate, Sleight of Hand, Survival)

Tail (Ex) The eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface.

Tail Slap (Ex) The eidolon can use its tail to bash nearby foes, granting it a tail slap attack.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Farzith (Butcher's Apprentice)

CR 1/2; **XP** 200

Description

Apprenticing for a butcher is one of the most unsavory tasks a young gnome might undertake, but there's something in the brutal simplicity of it that seems to make sense to **Farzith**. He's somber and focused on his work, which he does seem to be quite good at.

Appearance

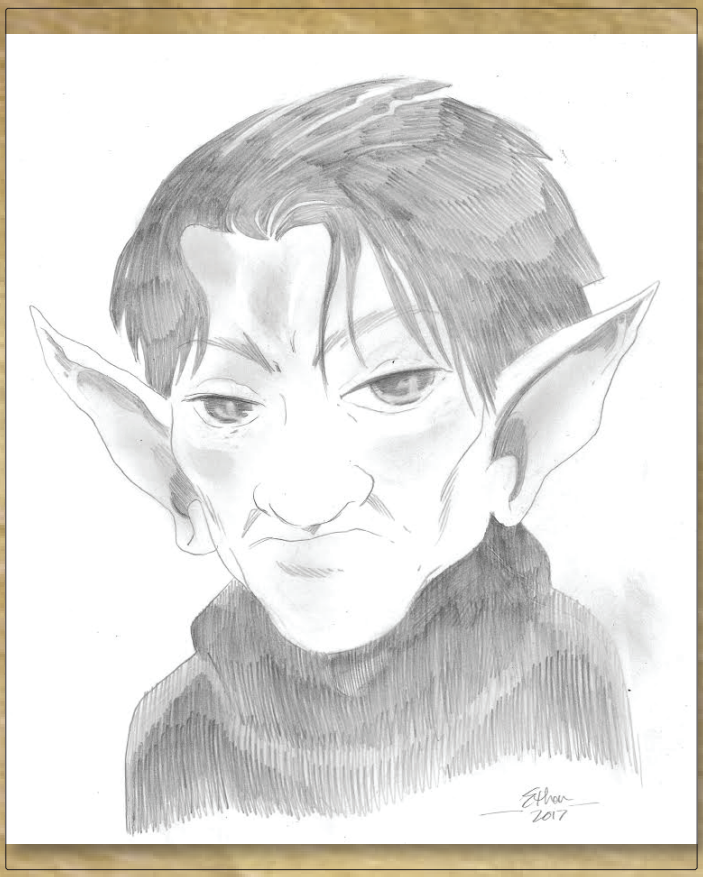
Perpetually dirty, **Farzith** seems a gnome three times his age—an "old soul", trapped in the body of an adolescent. Grimy black hair keeps falling on his face, and his choice of dress—drab and dark—doesn't help his appearance.

Combat Tactics

Farzith is not a fighter, and will flee immediately if swords are even drawn in his presence. If confronted directly, he will run as fast as he can to the nearest **Militia Guard Post**, calling for help all the way.

Factions

None officially, though he does attend services on occasion at the **Sheergath Temple**. His **tribute** goes mostly unnoticed, and oscillates between the **city of Berinncorte** itself and **Sheergath**.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male Gnome; NE Small humanoid (gnome)			
Class	Warrior 1 / Commoner 1	Warrior 3 / Commoner 3	Warrior 7 / Commoner 5	Warrior 10 / Commoner 6
Initiative	+1	+1	+2	+2
Senses	**Perception** +5	**Perception** +9	**Perception** +10	**Perception** +14
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 12 (+1 size, +1 Dex, +1 padded armor (small))	**AC** 16, **touch** 12, **ff** 15 (+1 size, +1 Dex, +4 hide armor (small))	**AC** 16, **touch** 13, **ff** 14 (+1 size, +2 Dex, +3 *leather armor +1* (small))	**AC** 17, **touch** 13, **ff** 15 (+1 size, +2 Dex, +4 *leather armor +2* (small))
hp / HD	**17** (1d6)+(1d10)+6	**51** (3d6)+(3d10)+18	**92** (5d6)+(7d10)+36	**131** (6d6)+(10d10)+51
Saves	**Fort** +5, **Ref** +1, **Will** -1 +2 vs. illusion spells or effects	**Fort** +7, **Ref** +5, **Will** +4 +2 vs. illusion spells or effects	**Fort** +7, **Ref** +5, **Will** +4 +2 vs. illusion spells or effects	**Fort** +12, **Ref** +9, **Will** +7 +2 vs. illusion spells or effects
Offense				
Movement	**Speed** 20 ft.	**Speed** 15 ft.	**Speed** 25 ft.	**Speed** 25 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** dagger (small) +2 (1d3/19-20) or **Ranged** dagger (small/thrown) +3 (1d3/19-20) or **Ranged** sling (small) +3 (1d3)	**Melee** quarterstaff (small) +5 (1d4) or **Melee** dagger (small) +5 (1d3/19-20) or **Ranged** dagger (small/thrown) +6 (1d3/19-20) or **Ranged** sling (small) +6 (1d3)	**Melee** *+2 dagger* (small) +13/+8 (1d3+3/19-20) or **Ranged** *+2 dagger* (small/thrown) +14/+9 (1d3+3/19-20) or **Ranged** sling (small) +12 (1d3+1) or **Melee** dagger (small) +11/+6 (1d3+1/19-20) or **Ranged** dagger (small/thrown) +12/+7 (1d3+1/19-20)	**Melee** *+2 dagger* (small) +17/+12/+7 (1d3+3/19-20) or **Ranged** *+2 dagger* (small/thrown) +18/+13/+8 (1d3+3/19-20) or **Ranged** *+2 sling* (small) +18 (1d3+3) or **Melee** dagger (small) +15/+10/+5 (1d3+1/19-20) or **Ranged** dagger (small/thrown) +16/+11/+6 (1d3+1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 11, **Dex** 13, **Con** 16, **Int** 11, **Wis** 9, **Cha** 10	**Str** 11, **Dex** 13, **Con** 16, **Int** 11, **Wis** 10, **Cha** 10	**Str** 12, **Dex** 14, **Con** 16, **Int** 11, **Wis** 9, **Cha** 10	**Str** 13, **Dex** 14, **Con** 16, **Int** 11, **Wis** 9, **Cha** 10
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 11	**Base Atk** +4; **CMB** +3; **CMD** 14	**Base Atk** +9; **CMB** +9; **CMD** 21	**Base Atk** +13; **CMB** +13; **CMD** 25
Feats	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Hatred, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Fleet, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Fleet, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Run, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency
Skills	Acrobatics +1, Escape Artist +1, Fly +3, Heal -1, Perception +5, Profession (Butcher) +6, Ride +1, Sense Motive -1, Stealth +7, Survival -1	Acrobatics -2, Climb -3, Escape Artist -2, Perception +9, Profession (Butcher) +9, Ride -2, Stealth +8, Swim -3	Acrobatics +2, Climb +1, Escape Artist +4, Fly +4, Perception +10, Profession (Butcher) +17, Ride +2, Stealth +22, Swim +1	Acrobatics +2, Climb +1, Escape Artist +4, Fly +4, Perception +14, Profession (Butcher) +19, Ride +2, Stealth +26, Swim +1
Languages	Common, Gnome, Sylvan			
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity
Treasure	dagger (small; 4x); peasant's outfit (small); padded armor (small); sling bullets (40x); sling (small) **12 sp**	quarterstaff (small); dagger (small; 4x); peasant's outfit (small); hide armor (small); sling bullets (40x); sling (small) **8 gp**	*+2 dagger* (small); dagger (small; 4x); peasant's outfit (small); *+1 leather armor* (small); sling bullets (40x); sling (small) **18 gp**	*+2 dagger* (small); dagger (small; 4x); peasant's outfit (small); *+2 leather armor* (small); *+2 sling* bullets (40x); sling (small) **34 gp**

♥ Attitude Tracker

Starting Attitude: 14 (Indifferent)

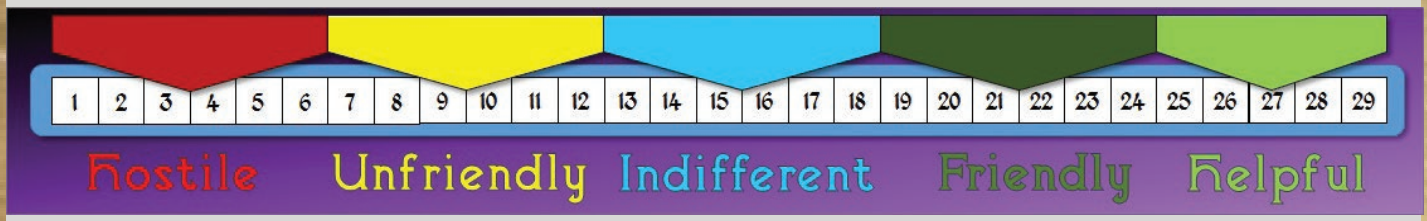


Table 43: Attitude Modifiers for Farzith

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +2 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Hatred Your rage burns with vast intensity. You gain an additional +1 bonus on melee and thrown weapon attacks against targets of your hatred racial trait.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Habits and Logistics

During daylight hours, **Farzith** will almost always (**85%**) be at the **Butcher's Shop**, helping with the preparation and sale of product. The remainder of the time, he will find himself at the **Town Square**, purchasing supplies or selling foodstuff.

The largely friendless gnome will typically (**75%**) start his evening finishing his work. The remainder of the time, he will visit the **Tavern** for a bite to eat and (when he can afford it from his meager wages) an ale. The rest of his evening will be spent sleeping, either in the **Lower-Class Residential District** common area, or worst-case scenario, in an alley, though the latter scenario is discouraged by the **Militia**.

Background

Farzith is an orphan since an early age. He was raised on various farms in the region, bouncing from farmhouse to farmhouse, staying until goodwill or the need for helpers was exhausted. Although physically and mentally quite capable, the gnome has never truly found his place, nor friends or family willing to lend a more permanent assistance or a chance to better his life.

His current position is perhaps not the best match for his aptitudes, but nevertheless, he shows talent at butchery. He hopes to make a longer-term job of it eventually, either taking over a more significant role from **Ganyc**, or leaving

Berinncorte for opportunities in another city, perhaps more in need of a meatsmith.

In the Obelisk Attack

Regrettably, Farzith is slain in the attack. He's working the Butcher Shop, hears the commotion, emerges from the shop, and on the threshold of the door itself, is run through by one of the chaotic undead creatures. Severely wounded, he manages to limp to the back of the shop for safety, but the building's proximity to the chaos means that nobody searches there for survivors... and thus the gnome apprentice dies of his wounds later that day.

Conversation

What do you think of Berinncorte?

"It's okay. Militia's not so bad. They tell me no sleeping on the streets, but don't beat me up. It's been worse."

Do you know anything about the strife between Zugul and Sheergath?

"No. I've been to Sheergath but didn't know there was a problem. Will it be okay?"

What do you think of the Mayor and the government?

"I don't know her. I think I saw her once, in the Square. Big sword, right?"

Tell me about being a butcher.

"Ganyc would want me to make plain: I'm an apprentice. No butcher. He's the butcher. Meatsmith, he's said, sometimes, but I get the feel that's more of a group, maybe? I dunno. But it's okay. Steady job. Not everyone likes this work, but I don't mind it."

Do you do any... other sorts of work on the side?

"It's all I can do to get my work done here. My side job is keeping myself fed and finding a place to sleep."

***Diplomacy** check at DC 18, or giving him at least **5 gp** worth of a donation to his well-being*:

"I've heard a thing or two around the way. Don't know if it's helpful, or even true." *The succeeding PC may make a free roll on Error! Reference source not found.the **Rumors and Tales** table, but **Farzith** doesn't know whether the conveyed information is true.*

Ganyc (Butcher)

CR 1/2; **XP** 200

Description

Ganyc is a solid butcher—he might be great at it, or merely competent, but there's nothing so complex in his profession that would allow you to tell the difference. Animals in the area are straightforward, simple, and not difficult to butcher and break down into sellable portions. He does his job well enough, but keeps to himself. This is partly his own preference and demeanor, but also brought about by his trade; not many want to hang out with a man elbows-deep in offal.

Appearance

The stereotypical image of a village butcher is an overweight, balding, sweating, and somewhat burly middle-aged man who swears a lot. **Ganyc** does not fail to deliver on this ideal, if ideal it might be called.

Combat Tactics

No idiot, **Ganyc** will defend himself and his shop, but past that, all bets are off. He's no wish to die, and although he would prefer not to lose the **Butcher's Shop**, he knows that there's nothing inside that's difficult to replace—the same can't be said of his person!

If confronted, he will try and flee to the **Town Square** or a **Militia Guard Post** for aid, yelling the whole time to arouse others. **Ganyc** is not beloved of the townsfolk, but many rely upon his shop for their food; **1d4+1 Townsfolk** will come to his aid along the way, trying to trip and hold back the PCs if they pursue with militant intent.

Factions

Ganyc is a member of the **Meatsmiths**, though he knows nothing of the more nefarious purpose of the guild.

In his younger life, he was a proud member of **Wild Kingdom**, but it's been more than five years since he had anything to do with that group.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 6; **XP** 2,400	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human; CN Medium humanoid (human)			
Class	Warrior 2	Warrior 8	Warrior 14	Warrior 18
Initiative	+1	+1	+1	+1
Senses	**Perception** +1	**Perception** +1	**Perception** +1	**Perception** +1
Defense				
Armor Class	**AC** 14, **touch** 11, **ff** 13 (+1 Dex, +3 studded leather armor)	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 chain shirt)	**AC** 18, **touch** 11, **ff** 17 (+1 Dex, +7 *chainmail +1*)	**AC** 19, **touch** 11, **ff** 18 (+1 Dex, +8 *chainmail +2*)
hp / HD	**11** (2d10)	**44** (8d10)	**75** (14d10)	**87** (18d10)
Saves	**Fort** +3, **Ref** +1, **Will** +1	**Fort** +6, **Ref** +5, **Will** +5	**Fort** +9, **Ref** +7, **Will** +7	**Fort** +11, **Ref** +9, **Will** +9
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** light crossbow +3 (1d8/19-20) or **Melee** quarterstaff +3 (2H: 1d6+1) or **Melee** dagger +3 (1d4+1/19-20) or **Ranged** dagger (thrown) +3 (1d4+1/19-20)	**Ranged** light crossbow +9/+4 (1d8/19-20) or **Melee** dagger +10/+5 (1d4+2/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4+2/19-20) or **Melee** *+1/+1 quarterstaff* +11/+6 (2H: 1d6+4)	**Ranged** *+1 flaming light crossbow* +16/+11/+6 (1d8+1/19-20) or **Melee** dagger +17/+12/+7 (1d4+3/19-20) or **Ranged** dagger (thrown) +15/+10/+5 (1d4+3/19-20) or **Melee** *+1/+1 quarterstaff* +18/+13/+8 (2H: 1d6+5)	**Ranged** *+3 flaming light crossbow* +22/+17/+12/+7 (1d8+3/19-20) or **Melee** *+1/+1 quarterstaff* +22/+17/+12/+7 (2H: 1d6+5) or **Melee** *corrosive +2 dagger* +23/+18/+13/+8 (1d4+5/19-20) or **Ranged** *corrosive +2 dagger* (thrown) +21/+16/+11/+6 (1d4+5/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 13, **Dex** 13, **Con** 10, **Int** 13, **Wis** 12, **Cha** 12	**Str** 15, **Dex** 13, **Con** 10, **Int** 13, **Wis** 12, **Cha** 12	**Str** 16, **Dex** 13, **Con** 10, **Int** 13, **Wis** 12, **Cha** 12	**Str** 17, **Dex** 13, **Con** 10, **Int** 13, **Wis** 12, **Cha** 12
Core Attack	**Base Atk** +2; **CMB** +3; **CMD** 14	**Base Atk** +8; **CMB** +9; **CMD** 21	**Base Atk** +14; **CMB** +15; **CMD** 28	**Base Atk** +18; **CMB** +19; **CMD** 32
Feats	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Improved Iron Will, Improved Lightning Reflexes, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
Skills	Appraise +1, Artistry +1, Bluff +1, Climb +5, Craft (Untrained) +1, Diplomacy +1, Disable Device +2, Disguise +1, Heal +1, Intimidate +1, Perception +1, Perform (Untrained) +1, Profession (Butcher) +6, Sense Motive +3, Survival +3	Acrobatics -1, Appraise +1, Artistry +1, Bluff +1, Climb +9, Craft (Untrained) +1, Diplomacy +1, Disable Device +5, Disguise +1, Escape Artist -1, Fly -1, Heal +1, Intimidate +1, Knowledge (Geography) +3, Knowledge (Local) +9, Perception +1, Perform (Untrained) +1, Profession (Butcher) +12, Ride -1, Sense Motive +7, Stealth -1, Survival +7	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb +14, Craft (Untrained) +1, Diplomacy +1, Disable Device +9, Disguise +1, Escape Artist -3, Fly -3, Heal +1, Intimidate +10, Knowledge (Geography) +5, Knowledge (Local) +11, Perception +1, Perform (Untrained) +1, Profession (Butcher) +18, Ride -3, Sense Motive +11, Stealth -3, Survival +11, Swim -1	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb +17, Craft (Untrained) +1, Diplomacy +1, Disable Device +12, Disguise +1, Escape Artist -3, Fly -3, Heal +1, Intimidate +21, Knowledge (Geography) +5, Knowledge (Local) +13, Perception +1, Perform (Untrained) +1, Profession (Butcher) +22, Ride -3, Sense Motive +13, Stealth -3, Survival +13, Swim -1
Languages	Common, Gnome			

	Low	Moderate	Advanced	Elite
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	studded leather armor; crossbow bolts (10x); quarterstaff; dagger; light crossbow **23 gp**	chain shirt; crossbow bolts (10x); *+1/+1 quarterstaff*; dagger; light crossbow **59 gp**	*+1 chainmail*; crossbow bolts (10x); *+1/+1 quarterstaff*; dagger; *+1 flaming light crossbow* **91 gp**	*+2 chainmail*; *+2 crossbow bolts* (10x); *+1/+1 quarterstaff*; *corrosive +2 dagger*; *+3 flaming light crossbow* **12 pp; 70 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

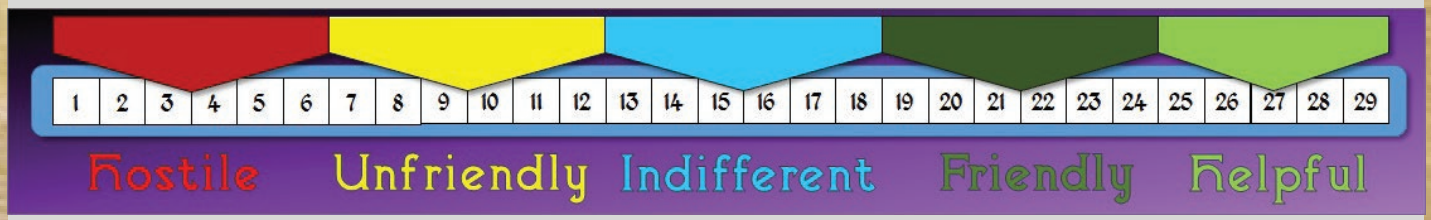


Table 44: Attitude Modifiers for Ganyc

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12

Name	Condition	Effect	Notes
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Habits and Logistics

During daylight hours, there's a good chance (65%) **Ganyc** will be in the **Town Square**, shopping and selling and negotiating and making connections. Some of the time (15%), he will be out of the city proper, meeting with the farmers and shepherds who provide his stock. The remainder of the time (20%), he will be in his **shop**, going about the business of the day.

At night, **Ganyc** leaves his shop at sundown, hitting the **Tavern** for a few hours. He'll stroll past his shop on his way back to his private quarters in the **Lower-Class Residential**

District to make sure all is well. He leaves the business of finishing up to his apprentice, **Farzith**, in whom he places a great deal of trust, though he would never show it to the young gnome.

Background

Ganyc was once a mercenary infantryman who traveled far and wide with the **Wild Kingdom**. After a few ales, a comrade once remarked to him how similar their trade was to that of a butcher. In the morning after, after a particularly brutal battle, **Ganyc** reflected on how true this comment had been, and sought the nearest village to see if he might ply the trade. Fortunately, he happened upon **Berinncorte**, which had no butcher formally. He sunk his entire life savings from mercenary work into the building he now occupies, and set up shop.

In the Obelisk Attack

Ganyc is out of town, visiting a farm that supplies him with meat, inspecting the animals, when the **Obelisk Eruption** occurs. He makes his way back into town, but arrives too late to do anything to save his apprentice Farzith.

Conversation

What do you think of Berinncorte?

"Got nothing against it. I've seen nicer cities, but it seems to treat me well enough. Best thing I can say for it is, there's no other butcher!"

Do you know anything about the strife between Zugul and Sheergath?

"Nope. Don't care, unless it affects me or the shop. If I don't know about it now, seems likely it won't affect me."

What do you think of the Mayor and the government?

"Symms is fine. She's a good customer, actually; loves mutton, don't ya know. I stay away from politics, generally. Meat sells just as well if there's law and order, or if everyone's rioting in the streets. Folk's gotta eat, if they've the coin."

Tell me about being a butcher.

"Well, you destroy animals and reshape them in order to satisfy the gullets of folk better off than you. So it's no glorious life, make no mistake. But it pays well enough, and I don't mind the blood and guts. Similar enough to the life of an infantryman, it is, though I've no wistfulness for doing that again."

Do you do any... other sorts of work on the side?

"I give to charities. One charity, actually: the *Leaky Cask*. Old joke, and a bad one, but I love it."

Gorin Bakelight (Tribute Magister)

CR 2; **XP** 800

Description

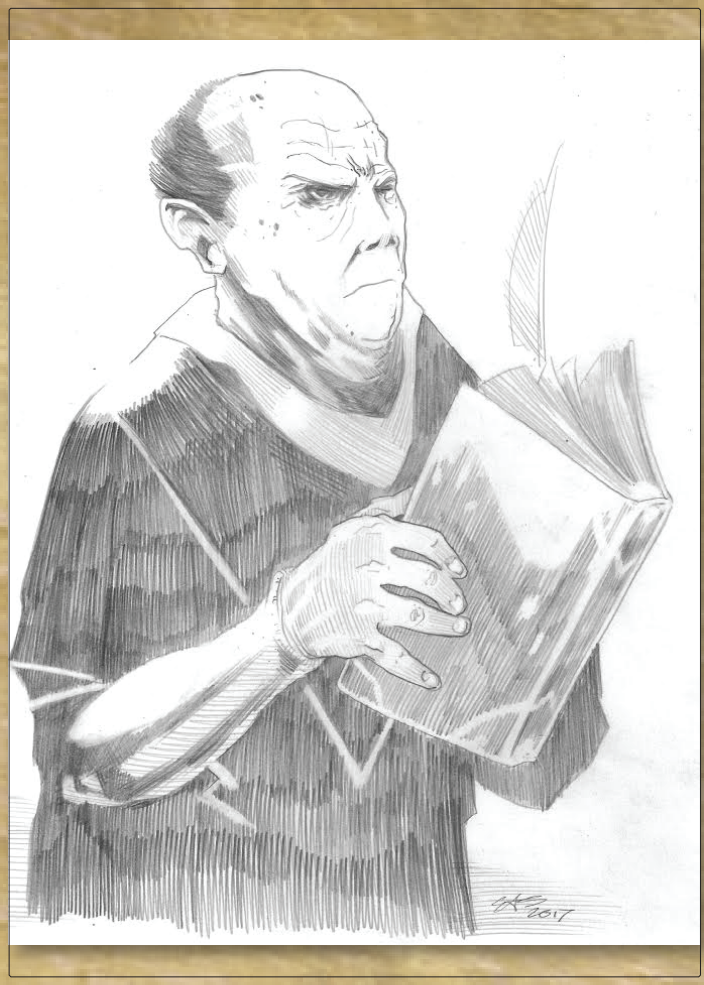
Gorin is a greedy, selfish, jerk of a man with a knack for finances and accounting—and with just enough of an occasional ability to turn on the charm and press the flesh when the circumstances demand it. His skills and personality are tailor-made for his role as **Tribute Magister**: sociable enough to impress political allies and religious zealots, yet vehemently introverted and snooty enough to form no lasting friendships (and thus maintain his impartiality).

Appearance

Gorin is a pale, nearly-middle-aged, balding man with a burgeoning paunch. That his underlying physical architecture and habits have doomed him to a life of eventual obesity seems nearly guaranteed; a somewhat early demise from heart disease or gout would appear to be a similarly foregone event. His eyes are somewhat sunken, and his chins doubled; his ears are tiny little things that still manage to stick out from his head sufficiently to give the subtextual impression of goblinoid appearance. Yet when he speaks, it's with the voice of a chorus of demanding angels—a deep baritone, as though the human throat had been fashioned into a divine trumpet. He's far from perfect, but seems altogether balanced sufficiently to have it all work to his favor.

Combat Tactics

Tribute Magisters are, as a general rule, not warriors, and **Gorin Bakelight** is hardly an exception in this regard. A coward to his core, **Gorin** will flee combat wherever possible, and will summon help at the earliest convenience. The man will fight back if there seems to be literally no other option; as a nobleman, he has had training in the use of his sword cane and other equipment, and is actually quite competent in combat. He will attempt to use his position as **Tribute Magister** as an excuse to avoid fighting, even if toward noble purpose: the role, and his person, he will claim, are simply too valuable, too important, to **Berinncorte**, its citizens, and indeed the Realm entire, to risk harm in a brutish exercise.



Factions

Gorin owes allegiance to the gods themselves, as he would put it, and in his role as **Magister,** himself has no income and therefore pays no tribute. His formal devotion is to the Realm.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male Human; LN Medium humanoid (human)			
Class	Aristocrat 4	Aristocrat 8	Aristocrat 12	Aristocrat 16
Initiative	**+1**	**+1**	**+6**	**+6**
Senses	**Perception** +8	**Perception** +12	**Perception** +16	**Perception** +20
Defense				
Armor Class	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 chain shirt)	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +6 chainmail)	**AC** 20, **touch** 12, **ff** 18 (+2 Dex, +8 *chainmail* +2)	**AC** 22, **touch** 13, **ff** 19 (+2 Dex, +1 dodge, +9 *bolstering chainmail* +3)
hp / HD	**26** (4d8)-4	**34** (8d8)-8	**51** (12d8)-12	**70** (16d8)-16
Saves	**Fort** -1, **Ref** +2, **Will** +5	**Fort** +0, **Ref** +3, **Will** +7	**Fort** +2, **Ref** +6, **Will** +9	**Fort** +3, **Ref** +7, **Will** +11
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 20 ft.			
Attacks	**Melee** sword cane +3 (1d6) or **Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20) or **Ranged** light crossbow +4 (1d8/19-20)	**Melee** dagger +6 (1d4/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4/19-20) or **Melee** *+2 sword cane* +8/+3 (1d6+2) or **Ranged** light crossbow +7/+2 (1d8/19-20)	**Melee** *+2 bleeding sword cane* +11/+6 (1d6+2) or **Melee** *+2 dagger* +11 (1d4+2/19-20) or **Ranged** *+2 dagger* (thrown) +13/+8 (1d4+2/19-20) or **Ranged** *+1 flaming light crossbow* +12/+7 (1d8+1/19-20)	**Melee** *+2 dagger* +14 (1d4+2/19-20) or **Ranged** *+2 dagger* (thrown) +16/+11/+6 (1d4+2/19-20) or **Melee** *+1 dancing sword cane* +14/+9/+4 (1d6+1) or **Ranged** *+2 flaming light crossbow* +16/+11/+6 (1d8+2/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 10, **Dex** 12, **Con** 7, **Int** 16, **Wis** 13, **Cha** 14	**Str** 10, **Dex** 13, **Con** 7, **Int** 16, **Wis** 13, **Cha** 14	**Str** 10, **Dex** 14, **Con** 7, **Int** 16, **Wis** 13, **Cha** 14	**Str** 10, **Dex** 15, **Con** 7, **Int** 16, **Wis** 13, **Cha** 14
Core Attack	**Base Atk** +3; **CMB** +3; **CMD** 14	**Base Atk** +6; **CMB** +6; **CMD** 17	**Base Atk** +9; **CMB** +9; **CMD** 21	**Base Atk** +12; **CMB** +12; **CMD** 25
Feats	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Fleet, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Dodge, Fleet, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency, Weapon Focus (Sword Cane)
Skills	Acrobatics -2, Appraise +10, Artistry +3, Bluff +9, Climb -3, Craft (Untrained) +3, Diplomacy +11, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +11, Knowledge (Geography) +10, Knowledge (Local) +10, Perception +8, Perform (Untrained) +2, Ride -2, Sense Motive +8, Stealth -2, Survival +1, Swim -3	Acrobatics -4, Appraise +14, Artistry +3, Bluff +13, Climb -5, Craft (Untrained) +3, Diplomacy +18, Disguise +2, Escape Artist -4, Fly -4, Heal +1, Intimidate +15, Knowledge (Geography) +14, Knowledge (Local) +14, Perception +12, Perform (Untrained) +2, Ride -4, Sense Motive +12, Stealth -4, Survival +1, Swim -5	Acrobatics -2, Appraise +18, Artistry +3, Bluff +17, Climb -4, Craft (Untrained) +3, Diplomacy +27, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +21, Knowledge (Geography) +18, Knowledge (Local) +18, Perception +16, Perform (Untrained) +2, Ride -2, Sense Motive +16, Stealth -2, Survival +1, Swim -4	Acrobatics -2, Appraise +22, Artistry +3, Bluff +21, Climb -4, Craft (Untrained) +3, Diplomacy +31, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +25, Knowledge (Geography) +22, Knowledge (Local) +22, Perception +20, Perform (Untrained) +2, Ride -2, Sense Motive +20, Stealth -2, Survival +1, Swim -4
Languages	Common, Dwarven, Gnome, Halfling			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled

	Low	Moderate	Advanced	Elite
Treasure	sword cane; dagger; chain shirt; light crossbow; repeating crossbow bolts (10x) **125 gp**	*+2 sword cane*; dagger; chainmail; light crossbow; repeating crossbow bolts (10x) **34 pp; 150 gp**	*+2 bleeding sword cane*; *+2 dagger*; *+2 chainmail*; *+1 flaming light crossbow*; repeating crossbow bolts (10x) **90 pp; 380 gp**	*+1 dancing sword cane*; *+2 dagger*; *+3 bolstering chainmail*; *+2 flaming light crossbow*; repeating crossbow bolts (10x) **131 pp; 412 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

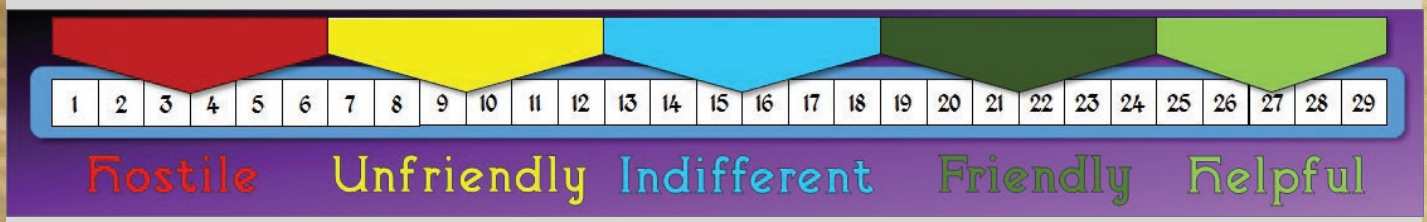


Table 45: Attitude Modifiers for Gorin Bakelight

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” mod-ifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” mod-ifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other “witnesses crime” mod-ifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other “witness” modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other “witness” modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM’s discretion as to whether the bribe produces re-sults (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Conversation	Ask about Tribute, and let him prattle on at length about its importance and the value of his role	**+3**	Stacks with iterations of itself—Gorin will gleefully talk your ear off, and like you the more for it
Conversation	Question whether the Tribute system makes sense, encourages corruption, or actually produces bene-fit	**-5**	-
Conversation	Outright accuse Gorin personally of corruption	**-15**	Does not stack with other Corruption-related conver-sation modifiers.

Name	Condition	Effect	Notes
Conversation	Opine that the Tribute system is in fact corrupt	**-10**	Does not stack with other Corruption-related conversation modifiers.
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Diplomacy) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Sword Cane) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Gorin** will usually be at the **Mayor's House** tending to business, or sometimes (25% of the time) will be at either the **Zugul Chruch** or the **Sheergath Temple**, with equal chance.

At night, **Gorin** retires early to his chambers in the **Upper-Class Residential District**.

Background

Gorin was trained in one of the Realm's capital cities as a nobleman, and was actually doing quite well in pursuing his childhood dream of being a dashing knight. Then he discovered the mysteries of wine, and the luxuries of good food, and his gluttony dashed such dreams quite effectively. Everything seemed so **difficult**, compared to eating, drinking, and counting money; indeed, once he began down the path of becoming a **Tribute Magister**, he wondered in genuine amazement that anyone could possibly want anything else more in life.

In the Obelisk Attack

At the very first sign of trouble, **Gorin** scoops up all the

wealth he can physically carry, and flees town immediately.

Conversation

What do you think of Berinncorte?

"Tis a lovely burg. No drama, stable—if humble—wealth, strict rule of law... it's pretty much the ideal, as far as I'm concerned. Though a slightly larger, well-to-do town, one with better chefs, and access to the best spices... yes, well, *that* would be *ideal*, really, but Berinncorte... it's not bad, let's say that, yes?"

Do you know anything about the strife between Zugul and Sheergath?

"Two sides of an absurdly conflicted coin. There's no cause for either to be up in arms; both can coexist peacefully. I've been to cities with quite literally ten times the churches, the factions, the chance for division... and yes, while there are spirited debates, and the occasional threat, it's all conducted in a much more civilized manner than here. I'm not quite sure what Cannock and Larissa are on about, but it's nearly as though they each *want* to incite disaster, sometimes. But what do I know? I just collect the coin from them both."

What do you think of the Mayor and the government?

"Symms runs a tight ship, it must be said. I have great respect for the lady, and the role she plays. Now, I do question whether the Tribute flowing out of Berinncorte is quite what it should be, but that's a discussion for other ears, I do believe."

Tell me about being a Tribute Magister.

"It's the most important job in the Realm. No, seriously. Some folk laugh when they hear that, but consider: who serves the gods themselves? Priests? Confessors? Ministers? Bishops? Yes, those all serve a deity, that's true, and I'd wager all the Tribute in the Realm that any of those in such noble religious offices are likely much *closer* to their deity than I am to any. But again: who serves *all gods?* Only Magisters. Only Magisters ensure the flow of Tribute from every citizen, ensure that the proper percentage of every life's contributions are collected, counted, accounted, and then flowed through, escalated, to the proper channels, until eventually, the fruit of even the lowliest farmer ends up in the hands, the *mouths,* can you comprehend it, of the gods themselves. *All* the gods. Frankly, it boggles the mind, staggers the intellect, to conceive of the role that I and my colleagues play... and the role we *make it possible* for common folk to play in it all."

Do you do any... other sorts of work on the side?

"I've no time for anything else whatsoever. Do you have any idea, any comprehension, how complex my task is? Truly? I think not."

***Diplomacy** check opposed by **Gorin's** **Bluff** check:*

"From time to time, I have been known to sample the occasional wine, the odd savory tidbit, the rarity of cuisine. I'm not made of stone, you understand. And I can appreciate the fruits of the labor of those skilled at foodcraft."

Gumbrew (Fishmaster)

CR 3; **XP** 800

Description

Trained as a barbarian, **Gumbrew** didn't take to it at all, all he wants to do is fish in peace. Although master of the fishery, he turns the public-facing aspects of things (sales, negotiations) to his apprentice **Stewy**.

One might wonder at the circumstances by which a burly, tall, and hardy half-orc such as **Gumbrew** came to be a simple fisherman. There are many theories the townsfolk whisper to one another, but the truth is far from sinister: he simply prefers this sort of life. Simple, peaceful, and quiet, where he can go about his business without owing allegiance or money to anyone.

It's an odd sight, a middle-aged, peaceful half-orc, whistling to himself as he fishes in the river.

Appearance

Gumbrew is large and sturdy, even by half-orc standards. He has slightly grayish skin, but the effect is one glimpsed most out of the corner of one's eye; he seems normal when viewed head-on. His teeth are thick and unsharp, his hair disheveled; his general appearance is unkempt and laid-back. He dresses casually and simply, and owns but three pairs of clothes as he can wash them in the river as often as he likes.

Combat Tactics

Those who see but a simple fishhand forget that the half-orc was trained as a barbarian: when faced with conflict, **Gumbrew** will not back away from a fight, even one he is obviously outmatched in. He has no big stock in the fishery, and tends not to stand in between innocents and a threat; he's just stubborn and hard-headed, and his temper gets up quickly if he takes offense.

Gumbrew will slam into the nearest combatant when battle starts, chucking a throwing axe or two on the way. He will relentlessly attack this first adversary until it is defeated, and will proceed to the next closest enemy, and so on.

His orcish battle roar is a vestige of his former days as a barbarian, but is loud enough to rouse those nearby: each round of combat, there is a cumulative **10%** chance of **2d4+1 Berinncorte Militia** arriving on the scene (so a **10%** chance the first round, a **20%** chance the second round, and so on); once they arrive, they will side with the fisherman they know rather than the group of strangers the PCs are to them. Any PC may attempt a **Diplomacy** check at DC 18 to convince the **Militia** that it is instead **Gumbrew** who is at fault here; success does not convince the **Militia** outright, but will sow enough of a seed of doubt to cause them to not attack the party immediately.

Factions

Gumbrew pays **tribute** as required to the **City of Berinncorte**, but otherwise owes allegiance to no group or order.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Male Half-Orc; CN Medium humanoid (orc, human); middle-aged			
Class	Barbarian 2 / Expert 2	Barbarian 4 / Expert 4	Barbarian 8 / Expert 6	Barbarian 12 / Expert 6
Initiative	**+1**	**+1**	**+1**	**+1**
Senses	**Perception** +0; **Darkvision** 60'	**Perception** +0; **Darkvision** 60'	**Perception** +0; **Darkvision** 60'	**Perception** +0; **Darkvision** 60'
Defense				
Armor Class	**AC** 17, **touch** 11, **ff** 17 (+1 Dex, +6 breastplate)	**AC** 17, **touch** 11, **ff** 17 (+1 Dex, +6 breastplate)	**AC** 18, **touch** 11, **ff** 18 (+1 Dex, +7 *breastplate +1*)	**AC** 19, **touch** 11, **ff** 19 (+1 Dex, +8 *vigilant breastplate* +2)

	Low	Moderate	Advanced	Elite
hp / HD	**38** (2d12)+(2d8)+10	**71** (4d12)+(4d8)+18	**123** (8d12)+(6d8)+30	**154** (12d12)+(6d8)+38
Saves	**Fort** +5, **Ref** +1, **Will** +3	**Fort** +7, **Ref** +5, **Will** +7 +1 Reflex to avoid traps	**Fort** +12, **Ref** +7, **Will** +9 +2 Reflex to avoid traps	**Fort** +14, **Ref** +9, **Will** +11 +4 Reflex to avoid traps
Defensive Abilities	Uncanny Dodge	Trap Sense +1, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge, Damage Reduction 1/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge, Damage Reduction 2/-
Offense				
Movement	**Speed** 30 ft. ; Fast Movement			
Attacks	**Melee** orc double axe +6 (1d8+3/+1/x3/3) or **Melee** orc double axe (1 head) +6 (2H: 1d8+4/x3) or **Melee** throwing axe +6 (1d6+3) or **Ranged** throwing axe (thrown) +4 (1d6+3)	**Melee** *+1/+1 orc double axe* +11/+6 (1d8+4/+1/x3/3) or **Melee** *+/+11 orc double axe* (1 head) +11/+6 (2H: 1d8+5/x3) or **Melee** *+1 throwing axe* +11/+6 (1d6+4) or **Ranged** *+1 throwing axe* (thrown) +9/+4 (1d6+4)	**Melee** *+1/+1 flaming orc double axe* +17/+12/+7 (1d8+5/+3/x3/3) or **Melee** *+1/+1 flaming orc double axe* (1 head only) +17/+12/+7 (2H: 1d8+7/x3) or **Melee** *+1 throwing axe* +17/+12/+7 (1d6+5) or **Ranged** *+1 throwing axe* (thrown) +14/+9/+4 (1d6+5)	**Melee** *+2/+2 shocking orc double axe* +22/+17/+12/+7 (1d8+6/+4/x3/3) or **Melee** *+2/+2 shocking orc double axe* (1 head only) +22/+17/+12/+7 (2H: 1d8+8/x3) or **Melee** *+2 throwing axe* +22/+17/+12/+7 (1d6+6) or **Ranged** *+2 throwing axe* (thrown) +19/+14/+9/+4 (1d6+6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Intimidating Glare	Brawler, Intimidating Glare	Bestial Swimmer, Brawler, Greater Brawler, Intimidating Glare	Bestial Swimmer, Brawler, Greater Brawler, Intimidating Glare, Knockdown
Prepared Spells	-	-	-	**Innate Spell-Like Abilities:** *righteous might* (1x/day)
Statistics				
Ability Scores	**Str** 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11	**Str** 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11	**Str** 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11	**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11
Core Attack	**Base Atk** +3; **CMB** +6; **CMD** 17	**Base Atk** +7; **CMB** +10; **CMD** 21	**Base Atk** +12; **CMB** +16; **CMD** 27	**Base Atk** +12; **CMB** +12; **CMD** 27
Feats	Armor Proficiency, Light, Ironguts, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Ironguts, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Great Fortitude, Improved Great Fortitude, Ironguts, Iron Will, Lightning Reflexes, Power Attack, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Athletic, Cleave, Great Fortitude, Improved Great Fortitude, Ironguts, Iron Will, Lightning Reflexes, Power Attack, Run, Simple Weapon Proficiency
Skills	Acrobatics -3, Bluff +5, Climb +4, Escape Artist -3, Fly -3, Heal +5, Intimidate +9, Profession (Fisherman) +7, Ride -3, Sense Motive +2, Stealth +2, Survival +5, Swim -1	Acrobatics -3, Bluff +9, Climb +4, Escape Artist -3, Fly -3, Heal +6, Intimidate +13, Knowledge (Local) +2, Profession (Fisherman) +11, Ride -3, Sense Motive +4, Stealth +3, Survival +7, Swim -1	Acrobatics -2, Bluff +13, Climb +8, Escape Artist -2, Fly -2, Heal +7, Intimidate +19, Knowledge (Local) +6, Profession (Fisherman) +17, Ride -2, Sense Motive +4, Stealth +5, Survival +9, Swim +8	Acrobatics -2, Bluff +16, Climb +12, Escape Artist -2, Fly -2, Heal +9, Intimidate +21, Knowledge (Local) +6, Profession (Fisherman) +21, Ride -2, Sense Motive +6, Stealth +6, Survival +9, Swim +14
Languages	Common, Orc			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Guarded Stance, Intimidating, Negative Levels, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity
Treasure	orc double axe; breastplate; throwing axe (4x) **17 gp**	*+1/+1 orc double axe*; breastplate; +1 *throwing axe* (x2) **34 gp**	*+1/+1 flaming orc double axe*; *breastplate* +1; +1 *throwing axe* (x2) **67 gp**	*+2/+2 shocking orc double axe*; *vigilant breastplate* +2; +2 *throwing axe* (x2) **119 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

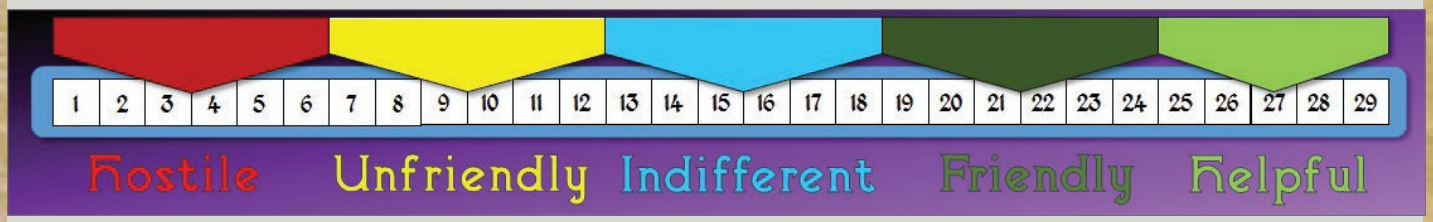


Table 46: Attitude Modifiers for Gumbrew

Name	Condition	Effect	Notes
Conversation	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Commerce	Engage in conversation outside the context of a transaction	**+2**	-
Commerce	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Conversation	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Action	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Conversation	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Action	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Action	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Conversation	One or more PCs have been arrested	**-1**	Per offense, no limit
Conversation	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10

Name	Condition	Effect	Notes
Extant	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Extant	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Action	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Action	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Bestial Swimmer (Ex) While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6th level before selecting this rage power.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Guarded Stance (Ex) You gain a +3 dodge bonus to your Armor Class against melee attacks for 2 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Intimidating (Ex) Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 28 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 54 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round

with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Ironguts You have an especially strong stomach. You gain a +2 racial bonus on saving throws against any effect causing the nauseated or sickened conditions and against all ingested poisons (but not other poisons). In addition, you receive a +2 bonus on Survival skill checks to find food for yourself (and only yourself).

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Habits and Logistics

During daylight hours, **Gumbrew** is fishing in the **river** most (**85%**) of the time. He occasionally (**15%**) will visit the **Town Square** to buy supplies or sell fish.

At night, **Gumbrew** will be on the bank of the river (**60%**), either fishing more or simply relaxing, or tending to business inside the **Fishery** (**40%**).

Background

A few months ago, **Gumbrew** accidentally killed someone who had been sneaking into his property late at night. He struck the interloper on the head; they were knocked out, and fell into the river, drowning. He assumes they ended up downstream somewhere. The half-orc is less haunted by the death than he is worried that he'll be discovered and punished, but keeps the whole thing secret.

In the Obelisk Attack

Gumbrew is standing directly atop the point at which the **Obelisk** erupts, and is slain instantly.

Conversation

What do you think of Berinncorte?

"Peaceful place, no? Came here to make a life for myself, find some quiet. Seems I found that."

Do you know anything about the strife between Zugul and Sheergath?

"I notice things; sure, there's some conflict all right. But I doubt it will escalate much. Folks have too much to live for, here, to put that all at risk for—what? A holy war? Please."

What do you think of the Mayor and the government?

"Militia keeps the peace, and the Mayor does a fine job running things. I've no complaints. But neither do I deal with the government all that much."

***Sense Motive** check opposed by **Gumbrew's Bluff** check*:

You get the impression that the fisherman is being less than forthright about law and order in the city. "Seems peaceful enough, 'tis true... but there are crimes around here that never get solved. Trust me. But I'll say no more on the subject."

Tell me about being a fisherman.

"That stream there, that's everything I need. Plenty of fish, and I've no mean skill with hook or net. It's an endless supply of happiness for me, really."

Do you do any... other sorts of work on the side?

"Heh, not sure what you mean about that. I'm quite boring; I fish, I trade, and I nap. So yeah, on the side? I guess you could say I do a lot of napping. It's my hobby."

Gunnloda Balderk (Librarian)

CR 4; **XP** 1,200

Description

Jack of all trades, master of... well, many of them, actually; that's **Berinncorte's** librarian, **Gunnloda**. Spine a bit hunched, eyes a bit pinched, she is every of her few inches a book-mongering literate.

Appearance

Gunnloda is approaching middle-age, but has the bearing and demeanor of a dwarf twice her years; she actually paints her hair white so as to appear a bit more venerable (and thus, she believes, more respectable and wise).

Whether this technique is effective or necessary, it almost doesn't matter: as the woman in charge of the town's only source of terrestrial wisdom, **Gunnloda** is in a unique position and is taken seriously and respected regardless of any trickery.

Combat Tactics

This dwarf will fight for nothing except her books. If cornered, she will beg for mercy and offer anything she can that might be of interest, but in truth she has precious little wealth to offer and few skills outside of her knowledge. Similarly, if innocents are threatened in her presence, or her colleagues **Biggen Gurble** or **Tudra Coppereye**, she knows she has little to offer the proceedings, and will simply try and run and get help at the nearest **Militia Guard Post**.

If it is instead her library, or its contents, that are threatened, then... well. She will ferociously defend the building and its books, until death. **Gunnloda** does not know this about herself, and would only discover it to be true if placed in such a situation—where her own reaction would surprise her!

Factions

Gunnloda has dabbled in the **Antimagic Shell**, but is on the fence as to whether it is worthwhile committing to them.

While she agrees with some of their principles, and certainly feels that society has become quite over-reliant upon magic as a means of "shortcutting" manual effort in many cases, abstaining entirely from magic's use seems an overreaction to her.

For the time being, at least, her **tribute** therefore goes to **Berinncorte City** proper.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Female Dwarf; LN Medium humanoid (dwarf)			
Class	Expert 6	Expert 10	Expert 14	Expert 18
Initiative	+0	+0	+0	+0
Senses	**Perception** +3; **Darkvision** 60'	**Perception** +3; **Darkvision** 60'	**Perception** +3; **Darkvision** 60'	**Perception** +3; **Darkvision** 60'
Defense				
Armor Class	**AC** 10, **touch** 10, **ff** 10 (no mods)	**AC** 11, **touch** 10, **ff** 11 (+1 padded armor)	**AC** 12, **touch** 10, **ff** 12 (+2 leather armor)	**AC** 14, **touch** 10, **ff** 14 (+4 *leather armor* +2)
hp / HD	**21** (6d8)	**34** (10d8)	**62** (14d8)+4	**83** (18d8)+8
Saves	**Fort** +2, **Ref** +2, **Will** +8 +2 vs. poison, spells, and spell-like abilities	**Fort** +3, **Ref** +3, **Will** +10 +2 vs. poison, spells, and spell-like abilities	**Fort** +6, **Ref** +4, **Will** +14 +2 vs. poison, spells, and spell-like abilities	**Fort** +8, **Ref** +8, **Will** +16 +2 vs. poison, spells, and spell-like abilities
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 20 ft.	**Speed** 25 ft.	**Speed** 25 ft.	**Speed** 25 ft.
Attacks	**Melee** dagger +3 (1d4-1/19-20) or **Ranged** dagger (thrown) +4 (1d4-1/19-20)	**Melee** dagger +6/+1 (1d4-1/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4-1/19-20) or **Ranged** dart +7 (1d4-1)	**Ranged** dart +10 (1d4) or **Melee** *+1 dagger* +11/+6 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +11/+6 (1d4+1/19-20)	**Ranged** dart +13 (1d4) or **Melee** *+2 dagger* +16/+11/+6 (1d4+2/19-20) or **Ranged** *+2 dagger* (thrown) +16/+11/+6 (1d4+2/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 10, **Con** 10, **Int** 19, **Wis** 16, **Cha** 10	**Str** 9, **Dex** 10, **Con** 10, **Int** 19, **Wis** 16, **Cha** 10	**Str** 10, **Dex** 10, **Con** 10, **Int** 19, **Wis** 16, **Cha** 10	**Str** 10, **Dex** 10, **Con** 10, **Int** 20, **Wis** 16, **Cha** 10
Core Attack	**Base Atk** +4; **CMB** +3; **CMD** 13 (17 vs. bullrush or trip)	**Base Atk** +7; **CMB** +6; **CMD** 16 (20 vs. bullrush or trip)	**Base Atk** +10; **CMB** +10; **CMD** 20 (24 vs. bullrush or trip)	**Base Atk** +13; **CMB** +13; **CMD** 23 (27 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local))	Armor Proficiency, Light, Fleet, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local)	Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local))	Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local)), Weapon Focus (Dagger)
Skills	Appraise +4, Artistry +4, Climb -1, Craft (Calligraphy) +16, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +13, Knowledge (Geography) +13, Knowledge (History) +16, Knowledge (Local) +16, Knowledge (Nature) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Knowledge (Religion) +13, Perception +3, Sense Motive +3, Survival +3, Swim -1, Use Magic Device +6	Appraise +4, Artistry +4, Climb -1, Craft (Calligraphy) +23, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +17, Knowledge (Engineering) +13, Knowledge (Geography) +17, Knowledge (History) +23, Knowledge (Local) +23, Knowledge (Nature) +17, Knowledge (Nobility) +17, Knowledge (Planes) +17, Knowledge (Religion) +17, Perception +3, Sense Motive +3, Survival +3, Swim -1, Use Magic Device +10	Appraise +4, Artistry +4, Craft (Calligraphy) +27, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +21, Knowledge (Engineering) +18, Knowledge (Geography) +21, Knowledge (History) +27, Knowledge (Local) +27, Knowledge (Nature) +21, Knowledge (Nobility) +17, Knowledge (Planes) +21, Knowledge (Religion) +21, Perception +3, Sense Motive +3, Survival +3, Use Magic Device +14	Appraise +5, Artistry +5, Craft (Books) +16, Craft (Calligraphy) +32, Craft (Untrained) +5, Heal +3, Knowledge (Arcana) +26, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +23, Knowledge (Geography) +26, Knowledge (History) +32, Knowledge (Local) +32, Knowledge (Nature) +26, Knowledge (Nobility) +22, Knowledge (Planes) +26, Knowledge (Religion) +26, Perception +3, Sense Motive +3, Survival +3, Use Magic Device +18
Languages	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Goblin, Orc, Terran, Undercommon

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	dagger; scholar's outfit 34 cp	dagger; padded armor; dart (6x); scholar's outfit 12 sp; 61 cp	*+1 dagger*; leather armor; dart (6x); scholar's outfit 1 pp; 18 gp; 27 sp	*+2 dagger*; *+2 leather armor*; dart (6x); scholar's outfit 8 pp; 34 gp; 91 cp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

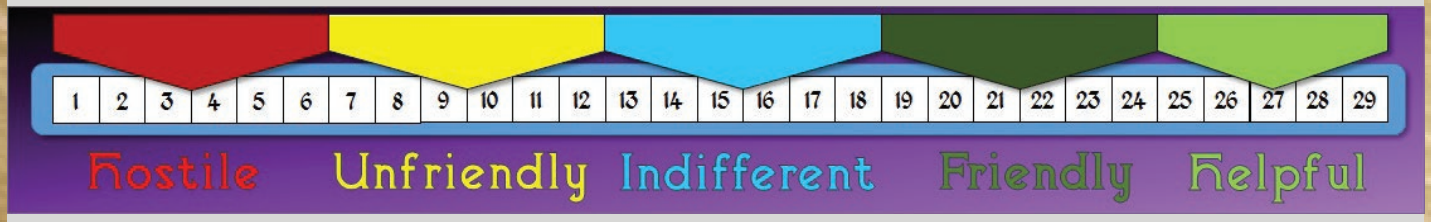


Table 47: Attitude Modifiers for Gunnloda Balderk

Name	Condition	Effect	Notes
Action	Gunnloda is aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Gunnloda in the Sage's Hall (p 210)	-3	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Gunnloda's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	-8	Counts regardless as to "who started it"
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit

Name	Condition	Effect	Notes
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Dagger) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Gunnloda** will be in the **Library**, usually (**85%**) reading. She tends to leave the work of dealing with the public to her Reader, **Biggen Gurble**, who effectively runs the operation as far as the public is concerned. **Gunnloda** is also the means of contacting **Tudra Coppereye**, with whom she speaks the remainder of her daylight hours (though much of that time (**75%**), **Gunnloda** and **Tudra** are meeting with at least one **Townsfolk** to address their question.

At night, **Gunnloda** keeps to herself, indulging in even more bookreading. Occasionally, she will be forced to discuss matters with her colleagues at the **Library**, and will either speak with them in the building (**40%**), or the three of them will visit the **Tavern** (**60%**) to converse, locking the building while they are gone.

Background

Gunnloda was always a bookworm, and a bit of a social outcast as a result. She's long preferred the company of books to people, and takes to herself most of the time.

She was appointed **Librarian** of **Berinncorte** many years ago by the then-Mayor, who created the building. The **Library** was stocked by donations from the Mayor and contributions from citizens and other cities... and, largely, from **Gunnloda's** personal collection, which still comprises some **55%** of the books in the building.

In the Obelisk Attack

Gunnloda is in the **Gardens** when the **Eruption** occurs; she immediately runs toward the **Library** to see if the books are okay, and runs afoul of a winged creature who mortally wounds her. She spends the last of her breath dragging herself toward the building she sought.

Conversation

What do you think of Berinncorte?

"Lovely town, with an incomparable library. Did you know, much of what we have comes from my personal collection? It's true."

Do you know anything about the strife between Zugul and Sheergath?

"Tale as old as time... or, at least, as old as those two faiths. Zugul and Sheergath have been at ideological odds with one another for eons untold; in a way, their strife is a theological incarnation of the broader interplay of chaos versus order, of law versus unrest. In the broader context of the pantheon, Zugul represents—ah, I ramble. I tend to get excited about some topics."

What do you think of the Mayor and the government?

"Symms does a good enough job. She doesn't appreciate knowledge, though—I don't believe she's ever actually been in the Library."

Tell me about being a librarian.

"My first job is to learn, to study, that I might help others more effectively. For those who require wisdom a bit beyond the capabilities of mere books, there's Tudra—and she's a bit of an odd sort; most folk prefer dealing with me, so I try and help the relationship as I can."

Do you do any... other sorts of work on the side?

"I'm not quite sure what you mean. I read quite a bit."

***Diplomacy** check at DC 18, or a donation of at least **15 gp** worth of a donation to the library*:

"I come across much knowledge, in my world. Hopefully this is of assistance." *The succeeding PC may make a free roll on the **Rumors and Lore** table; **Gunnloda** does in fact know and does convey whether it is accurate.*

Gurth (Cryptkeeper)

CR 1/2; **XP** 200

Description

No way around it—**Gurth** is an unsavory gnome, but he likes it that way. He keeps to himself, even actively avoiding other people whenever possible.

If slain under any unnatural circumstances, **High Priest Cannock** will demand an investigation, and will work with **Mayor Symms** to exact severe justice if he knows the PCs perpetrated the crime. This is, however, less out of a sense of genuine emotion for the lost gnome, and more outrage that such a crime would be enacted against his church.

Appearance

He's a crusty, filthy, and altogether unpleasant-looking example of his race. Townsfolk joke that he's never taken a bath—but soberly, some wonder whether how often he bathes. His clothes are tattered and soiled, and his hair is greasy with bits of twig inexplicably here and there.

Combat Tactics

Gurth is actually quite content with his life, despite his living conditions. He is motivated by greed and liquor, but will rarely attack anyone outright unless given significant incentive to do so.

If attacked, he will try to escape, seeking sanctuary in the **Zugul Church**. He is not aware of the secret door in the north of the church, so will attempt to make it to the main entrance in the west of the building. If cornered, he will fight, begging and pleading for mercy all the while.

Factions

Berinncorte City pays him a stipend, as does the **Zugul Church**.

He "forgets" his **tribute** duties every year, and most officials revolt at the concept of paying him a visit to remind him... but when pressed, or if he remembers, his **tribute** is split between the two factions that pay his wages.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 16; **XP** 76,800
Sex / Race	Male Gnome; LN Small humanoid (gnome); middle-aged			
Class	Rogue 1	Rogue 5	Rogue 11	Rogue 15
Initiative	**+2**	**+2**	**+2**	**+2**
Senses	**Perception** +5; **Low-Light Vision**	**Perception** +9; **Low-Light Vision**	**Perception** +15; **Low-Light Vision**	**Perception** +19; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 13, **ff** 12 (+1 size, +2 Dex, +1 padded armor)	**AC** 15, **touch** 13, **ff** 15 (+1 size, +2 Dex, +2 leather armor)	**AC** 16, **touch** 13, **ff** 16 (+1 size, +2 Dex, +3 *leather armor +1*)	**AC** 17, **touch** 13, **ff** 17 (+1 size, +2 Dex, +4 *leather armor +2*)
hp / HD	**11** (1d8)+3	**50** (5d8)+15	**96** (11d8)+33	**130** (15d8)+45
Saves	**Fort** +2, **Ref** +4, **Will** -1 +2 vs. illusion spells or effects	**Fort** +3, **Ref** +6, **Will** +0 +2 vs. illusion spells or effects; +1 Reflex to avoid traps	**Fort** +7, **Ref** +9, **Will** +4 +2 vs. illusion spells or effects; +3 Reflex to avoid traps	**Fort** +9, **Ref** +13, **Will** +6 +2 vs. illusion spells or effects; +5 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge

	Low	Moderate	Advanced	Elite
Offense				
Movement	**Speed** 20 ft.	**Speed** 25 ft.	**Speed** 25 ft.	**Speed** 25 ft.
Attacks	**Melee** dagger (small) +0 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +3 (1d3-1/19-20)	**Melee** dagger (small) +3 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +6 (1d3-1/19-20)	**Melee** *+2 dagger* (small) +11/+6 (1d3+2/19-20) or **Ranged** *+2 dagger* (small/thrown) +13/+8 (1d3+2/19-20)	**Melee** *+3 dagger* (small) +15/+10/+5 (1d3+3/19-20) or **Ranged** *+3 dagger* (small/thrown) +17/+12/+7 (1d3+3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Befuddling Strike, Sneak Attack 3d6	Befuddling Strike, Distracting Attack, Sneak Attack 6d6	Befuddling Strike, Distracting Attack, Sneak Attack 8d6
Statistics				
Ability Scores	**Str** 8, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5	**Str** 9, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5	**Str** 10, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5	**Str** 10, **Dex** 15, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5
Core Attack	**Base Atk** +0; **CMB** -2; **CMD** 10	**Base Atk** +3; **CMB** +1; **CMD** 13	**Base Atk** +8; **CMB** +7; **CMD** 19	**Base Atk** +12; **CMB** +12; **CMD** 27
Feats	Stealthy	Fleet, Run, Stealthy	Fleet, Great Fortitude, Improved Iron Will, Iron Will, Run, Stealthy	Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Run, Stealthy
Skills	Acrobatics +6, Appraise -2, Artistry -2, Bluff -3, Climb +3, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +8, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +2, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +12, Survival -1, Swim -1	Acrobatics +10, Appraise -2, Artistry -2, Bluff -3, Climb +7, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +12, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +6, Perception +9, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +16, Survival -1, Swim -1	Acrobatics +16, Appraise -2, Artistry -2, Bluff -3, Climb +14, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +20, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +12, Perception +15, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +24, Survival -1	Acrobatics +20, Appraise -2, Artistry -2, Bluff -3, Climb +18, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +24, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +16, Perception +19, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +28, Survival -1
Languages	Common, Gnome, Sylvan			
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Camouflage, Canny Observer, Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Camouflage, Canny Observer, Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Slow Reactions, Stand Up, Trapfinding, Weapon Familiarity
Treasure	dagger (small); padded armor (small) **6 cp**	dagger (small); leather armor (small) **24 cp**	*+2 dagger* (small); *+1 leather armor* (small) **3 sp; 18 cp**	*+3 dagger* (small); *+2 leather armor* (small) **1 gp; 13 sp; 24 cp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

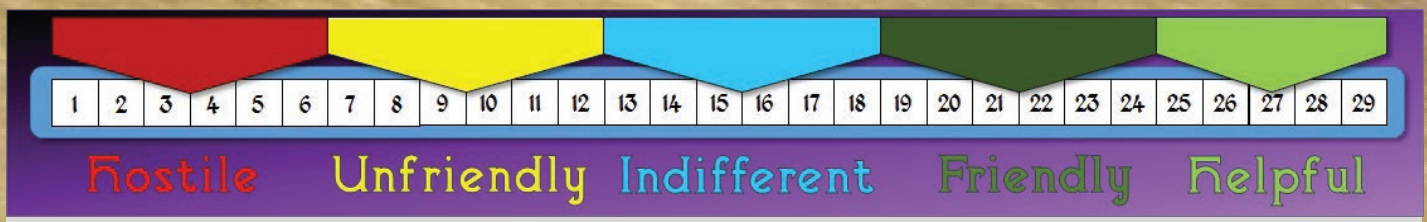


Table 48: Attitude Modifiers for Gurth

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Befuddling Strike (Ex) When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once

she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Distracting Attack (Ex) A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 19.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Slow Reactions (Ex) Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Habits and Logistics

During daylight hours, **Gurth** will be minding the **Graveyard** or the **Zugul Church Gardens**.

At night, **Gurth** will invariably (**85%**) be at the **Tavern**, drinking away his entire stipend more often than not. At closing time, he will stumble about the streets fearlessly, retiring to his **shack**. If he does not go to the **Tavern**, he will idle about the **Graveyard** for a bit, and then simply turn in early to sleep.

Background

Gurth is actually older than the church or the graveyard he keeps. A venerable gnome, he used to be a thief, until his relative lack of skill caught up with him and he lost everything he had. The guilds and factions in the area effectively banished him from that region of the realm, and after a few years wandering, he ended up drunk on the streets of **Berinncorte**, where a young **High Priest Cannock** took pity on the destitute gnome and gave him a job and some degree of purpose.

In the Obelisk Attack

The terrified gnome seeks shelter in his shack during the **Eruption**, and through sheer dumb luck, survives. He suffers no guilt whatsoever at not having come to the aid of his fellow townsfolk, and resumes his duties as best as he is able in the aftermath of the attack, as though nothing had happened.

Conversation

Note: The GM is encouraged to have fun roleplaying **Gurth** and his reactions. His responses should be terse, yet his expression should be flexible. Remember, this is an exceedingly low-Charisma, filthy, drunken gnome with a macabre profession; the party should have realistically low expectations as to how fruitful any conversation with him is likely to be!

What do you think of Berinncorte?

"What do I think of what? This? The city? 's fine, I guess. Keeps me in ale."

Do you know anything about the strife between Zugul and Sheergath?

"You don't go sayin'... don't sayin' yo..." *The gnome visibly pulls himself together, as best he can.* "Don't you go sayin' a word agains' Cannock, y'hear? Cannock's is all right. All *right*. Anyone 's a problem with him, they gotta go through me."

What do you think of the Mayor and the government?

"Who? An' what? I dunno. He's a good horse, I reckon. Shod well."

Tell me about being a, um, cryptkeeper.

"Best job in the world! Really? No! Hells, no. 's a 'orrible job. Truly rank. Foul, 't is. But someun's gotta do it, annit pays all right." *He grins at you with rotted teeth, their stench remarkable.* "Ya meet interesting people, so ya do. Heh, heh."

Do you do any... other sorts of work on the side?

"Does ale count as work? No? Well 'en, nope, no side jobs, I suppose."

You must hear a lot of interesting stories and rumors in your line of work.

"Oh, aye? Ah, now you mention it, I did hear summin... that your mammy lay with elk! A hahaha!"

***Diplomacy** check at DC 13, pressing the matter as to rumors:*

"Ah, sure, why not; here's what I know." *The succeeding PC may make a free roll on the **Rumors and Lore** table... however, **keep rerolling** until the result is a **False** statement. **Gurth** passes this falsehood off as true; a **Sense Motive** check at DC 16 will tell any PC of his ruse.*

Gyldor

CR 4; **XP** 1,200

Description

This elven ranger is purpose-built to be of assistance in the aftermath of the **Obelisk Eruption**. His presence here is no coincidence, though it is beyond the scope of this adventure as to how, and by whose command, **Gyldor** and his wolverine companion have come to be in **Berinncorte**.

Appearance

Tall, mysterious, and quiet, this elf seems out of place in a good-natured, lawful town such as this. Although hardly ugly, and certainly noteworthy, his presence seems to slide off your mind unless you focus upon him intently. His straight dirty-blond hair is shoulder-length, and his ears less severely pointed than others of his kind; his shoulders are broad and support an athletic, lithe build.

Combat Tactics

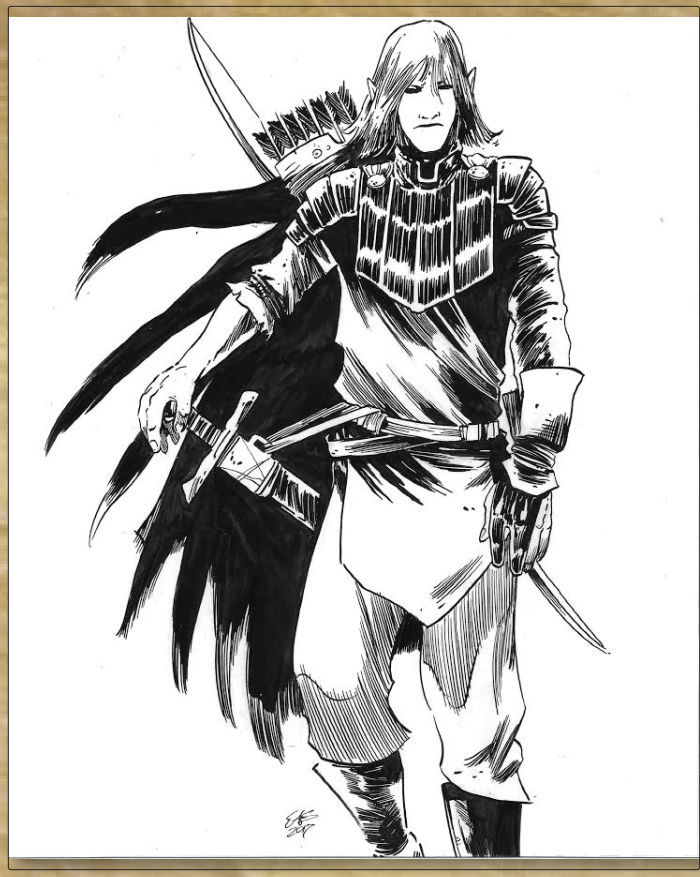
Gyldor's true purpose here is to combat the **Obelisk** and the creatures it draws forth; he has little time or patience for any matters that threaten to distract him from that aim. While certainly capable in a fight, he will try to avoid conflict, as he does not wish to explain his presence to the authorities. Ideally, he is here, but not noticed; present, but then forgotten.

Faced with unavoidable battle, he will fight smartly, using ranged attacks against magic-wielding opponents and backing away if possible so as to continue to use his primary weapon, his longbow. Forced into melee, he will use his falchion and attempt to free himself to return to the longbow.

Regardless of circumstances, he will not seek the authorities, and will run away rather than lose; he believes his presence in the city to be absolutely essential to the survival of its citizens, and that importance is far too great to risk on a tavern brawl or a routine mugging.

Factions

Gyldor belongs to a very important faction, but knowledge of its existence and its impact is beyond the scope of this adventure.



The GM is encouraged to try hard to keep **Gyldor** alive during this adventure, as he has a significant role to play in future components of this **Adventure Path**. If you are playing this adventure as a one-off, or if **Gyldor** dies unavoidably, it is still quite possible to continue the adventure path thereafter; details as to how to "replace" **Gyldor** in his plot role are described in subsequent adventures.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 8; **XP** 6,400	**CR** 12; **XP** 19,200	**CR** 17; **XP** 102,400
Sex / Race	Male Elf; LN Medium humanoid (elf)			
Class	Ranger 5	Ranger 9	Ranger 13	Ranger 18
Initiative	+4	+5	+5	+6
Senses	**Perception** +11; **Low-Light Vision**	**Perception** +16; **Low-Light Vision**	**Perception** +20; **Low-Light Vision**	**Perception** +25; **Low-Light Vision**
Defense				
Armor Class	**AC** 16, **touch** 13, **ff** 13 (+3 Dex, +3 studded leather armor)	**AC** 18, **touch** 13, **ff** 15 (+3 Dex, +5 *studded leather armor +2*)	**AC** 18, **touch** 13, **ff** 15 (+3 Dex, +5 *expeditious +2 studded leather armor*)	**AC** 20, **touch** 13, **ff** 17 (+3 Dex, +7 *vigilant +4 studded leather armor*)
hp / HD	**40** (5d10)+5	**65** (9d10)+9	**91** (13d10)+13	**112** (18d10)+18

	Low	Moderate	Advanced	Elite
Saves	**Fort** +5, **Ref** +8, **Will** +3 +2 vs. enchantment spells and effects	**Fort** +7, **Ref** +11, **Will** +5 +2 vs. enchantment spells and effects	**Fort** +9, **Ref** +13, **Will** +6 +2 vs. enchantment spells and effects	**Fort** +12, **Ref** +17, **Will** +10 +2 vs. enchantment spells and effects
Defensive Abilities	-	Evasion	Evasion	Improved Evasion
Offense				
Movement	**Speed** 20 ft.	**Speed** 20 ft.; Woodland Stride	**Speed** 20 ft.; Woodland Stride	**Speed** 20 ft.; Woodland Stride
Attacks	**Ranged** *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or **Melee** dagger +5 (1d4/19-20) or **Ranged** dagger (thrown) +9 (1d4+1/19-20), within 30 ft. +10 (1d4+1) or **Melee** falchion +5 (2H: 2d4/18-20)	**Ranged** *+3 longbow* +17/+12 (1d8+3/x3), within 30 ft. +18/+13 (1d8+4) or **Melee** dagger +9/+4 (1d4/19-20) or **Ranged** dagger (thrown) +14/+9 (1d4+1/19-20), within 30 ft. +15/+10 (1d4+1) or **Melee** falchion +9/+4 (2H: 2d4/18-20)	**Ranged** *+2 flaming burst longbow* +20/+15/+10 (1d8+2/x3), within 30 ft. +21/+16/+11 (1d8+3) or **Melee** dagger +13/+8/+3 (1d4/19-20) or **Ranged** dagger (thrown) +18/+13/+8 (1d4+1/19-20), within 30 ft. +19/+14/+9 (1d4+1) or **Melee** falchion +13/+8/+3 (2H: 2d4/18-20)	**Ranged** *+3 flaming burst longbow* +28/+23/+18/+13 (1d8+3/x3), within 30 ft. +28/+23/+18/+13 (1d8+4) or **Melee** dagger +18/+13/+8/+3 (1d4/19-20) or **Ranged** dagger (thrown) +24/+19/+14/+9 (1d4+1/19-20), within 30 ft. +25/+20/+15/+10 (1d4+1) or **Melee** falchion +18/+13/+8/+3 (2H: 2d4/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Outsider (Chaotic) +4; Undead +2	Outsider (Chaotic) +4; Undead +2	Magical Beast +2, Outsider (Chaotic) +4; Undead +4	Aberration +2, Magical Beast +2, Outsider (Chaotic) +6; Undead +4; *righteous might* 1x/day
Prepared Spells	**Ranger (CL 5th):** **1st** – *abundant ammunition, bowstaff*	**Ranger (CL 5th):** **2nd** – *arrow eruption, campfire wall* **1st** – *abundant ammunition, bowstaff*	**Ranger (CL 13th):** **3rd** – *aspect of the stag* **2nd** – *arrow eruption, campfire wall, hold animal* **1st** – *abundant ammunition, bowstaff, charm animal (2x)*	**Ranger (CL 18th):** **4th** – *bow spirit, find quarry* **3rd** – *aspect of the stag, nondetection* **2nd** – *arrow eruption, campfire wall, hold animal, hunter's eye* **1st** – *abundant ammunition, bowstaff, charm animal (2x), diagnose disease*
Statistics				
Ability Scores	**Str** 10, **Dex** 19, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13	**Str** 10, **Dex** 20, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13	**Str** 10, **Dex** 21, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13	**Str** 10, **Dex** 22, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13
Core Attack	**Base Atk** +5; **CMB** +5; **CMD** 19	**Base Atk** +9; **CMB** +9; **CMD** 24	**Base Atk** +13; **CMB** +13; **CMD** 28	**Base Atk** +18; **CMB** +18; **CMD** 34
Feats	Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Stabbing Shot	Clustered Shots, Endurance, Impact Critical Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Stabbing Shot	Clustered Shots, Endurance, Far Shot, Impact Critical Shot, Improved Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Stabbing Shot	Clustered Shots, Endurance, Far Shot, Impact Critical Shot, Improved Precise Shot, Iron Will, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Stabbing Shot, Weapon Focus (Longbow)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +3, Bluff +1, Climb +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (Dungeoneering) +5, Knowledge (Geography) +6, Knowledge (History) +1, Knowledge (Local) +5, Knowledge (Nature) +7, Perception +11, Perform (Untrained) +1, Ride +1, Sense Motive +2, Stealth +1, Survival +2, Swim -3	Acrobatics +6, Bluff +1, Climb +9, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Handle Animal +9, Heal +13, Intimidate +6, Knowledge (Dungeoneering) +5, Knowledge (Geography) +7, Knowledge (History) +2, Knowledge (Local) +9, Knowledge (Nature) +11, Perception +16, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim -3	Acrobatics +8, Bluff +1, Climb +13, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Handle Animal +10, Heal +18, Intimidate +6, Knowledge (Dungeoneering) +5, Knowledge (Geography) +9, Knowledge (History) +3, Knowledge (Local) +13, Knowledge (Nature) +13, Perception +20, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim -3	Acrobatics +11, Bluff +1, Climb +18, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Handle Animal +12, Heal +23, Intimidate +8, Knowledge (Dungeoneering) +7, Knowledge (Geography) +11, Knowledge (History) +5, Knowledge (Local) +18, Knowledge (Nature) +15, Perception +25, Perform (Untrained) +1, Ride +3, Sense Motive +2, Stealth +3, Survival +2, Swim -3
Languages	Common, Elven			
Special Qualities	Animal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Keen Senses, Low-Light Vision, Track +2, Weapon Familiarity, Wild Empathy +6	Animal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Urban) +4, Keen Senses, Low-Light Vision, Swift Tracker, Track +4, Weapon Familiarity, Wild Empathy +10, Woodland Stride	Animal Companion, Camouflage, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +6, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +6, Weapon Familiarity, Wild Empathy +14, Woodland Stride	Animal Companion, Camouflage, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +4, Favored Terrain (Jungle) +2, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +6, Hide in Plain Sight, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +9, Weapon Familiarity, Wild Empathy +19, Woodland Stride
Treasure	*+1 longbow;* studded leather armor; *arrows +1* (20x); dagger; falchion; arrows (20x) 38 gp	*+3 longbow; +2 studded leather armor*; *arrows +1* (20x); dagger; falchion; arrows (20x) 67 gp	*+3 flaming burst longbow; +2 expeditious studded leather armor*; *arrows +2* (40x); dagger; falchion; arrows (20x) 23 pp; 101 gp	*+3 flaming burst longbow; vigilant +4 studded leather armor*; *arrows +4* (40x); dagger; falchion 70 pp; 84 gp; 37 sp
Magic				
Spells per Day	**Ranger (CL 5th):** 0 / 2 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	**Ranger (CL 9th):** 0 / 3 / 2 / 0 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	**Ranger (CL 13th):** 0 / 4 / 3 / 1 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	**Ranger (CL 18th):** 0 / 5 / 4 / 2 / 2 / 0 / 0 / 0 DC 13+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

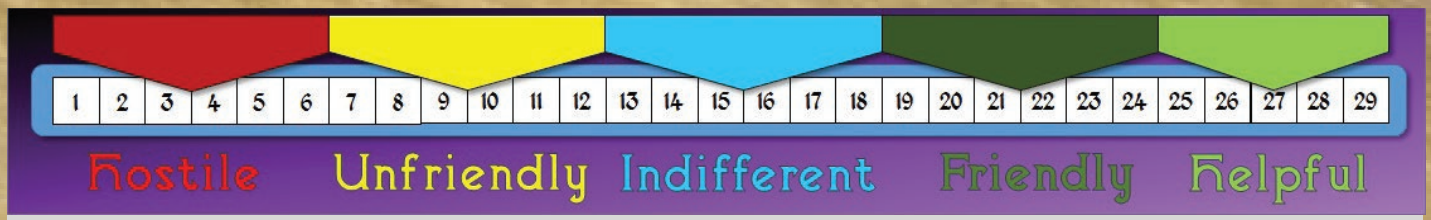


Table 49: Attitude Modifiers for Gyldor

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aberration (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Animal Companion (Ex)

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Jungle) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in jungle terrain . Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Hide in Plain Sight (Ex) While in any of your favored terrains, you can use the Stealth skill even while being observed.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Beast (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Outsider (Chaotic) (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against chaotic outsiders. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +9 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+19 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution

checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move. Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity. [Normal] You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Improved Precise Shot Your ranged attacks ignore anything but total concealment and cover. Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Pinpoint Targeting You can target the weak points in your opponent's armor. As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Stabbing Shot You can clear the way to continue using your bow. When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits-whether or not it does damage-your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Weapon Focus (Longbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Gyldor** will be out and about, either within the city limits, or nearby outside. His mission in **Berinncorte** takes him all over the village, so as the GM, you are free to "place" him anywhere, or nowhere, as suits your purpose.

At night, **Gyldor** retires to the solitude of the forest outside the city, sleeping in a tree with his wolverine animal companion.

Background

Gyldor belongs to one of the very few organizations in the realm who know anything about the **Obelisk**, its history, and its nature. His role here in **Berinncorte** is to act on information that faction has obtained, indicating that an event might occur soon in the city.

In the Obelisk Attack

To say **Gyldor** "saw this coming" is perhaps a bit of an overstatement, but not much of one; he has ever been on guard and on watch for an event such as this. As a result, he is ready when it occurs; he saves several **Townsfolk**, then escapes out of the city as rapidly as possible.

Conversation

What do you think of Berinncorte?

"It's a fine town. Lovely people. Peaceful."

Do you know anything about the strife between Zugul and Sheergath?

"Silly and unnecessary. These faiths are two sides of the same coin. They should learn to benefit one another, to work together. They threaten to tear this town apart, and it's so avoidable it hurts to contemplate it."

What do you think of the Mayor and the government?

"She does a good job. Things are orderly, peaceful, generally quiet. She may take things a bit far with the law and order approach to keeping the peace; that's a concern."

Tell me about being a... ranger?

"I'm more than that, but then, I wager you've figured that much out. I'm content in my station, and glad to be in Berinncorte. There are many worse places I could have ended up."

Do you do any... other sorts of work on the side?

"Needlepoint. Do you have any serious questions?"

***Diplomacy** or **Sense Motive** check opposed by **Gyldor's Knowledge (Local)** check, pressing the matter above:*

"I'm here to help keep things peaceful and civilized. Hopefully I'm not necessary. And that's all I will say on the matter."

Glyff (Gyldor's Animal Companion)

CR as Gyldor; **XP** as Gyldor

Description

Rarely at his side while he is in the city, **Gyldor's** animal companion **Glyff** is nevertheless a constant ally. When his master is within the city walls, **Glyff** retires to the wilderness nearby, always ready to come when **Gyldor** returns.

Appearance

Glyff appears to be a standard-issue wolverine.

Combat Tactics

Glyff obeys commands from **Gyldor** and will generally do anything to help defend him and keep him alive.

Factions

None. (He's a wolverine.)

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** -; **XP** -	**CR** -; **XP** -	**CR** -; **XP** -	**CR** -; **XP** -
Sex / Race	Male Companion Badger; TN Small animal			
Class	Animal Companion 4	Animal Companion 7	Animal Companion 10	Animal Companion 13
Initiative	**+3**	**+6**	**+7**	**+12**
Senses	**Perception** +8; **Scent**; **Low-Light Vision**	**Perception** +9; **Scent**; **Low-Light Vision**	**Perception** +11; **Scent**; **Low-Light Vision**	**Perception** +13; **Scent**; **Low-Light Vision**
Defense				
Armor Class	**AC** 16, **touch** 14, **ff** 13 (+1 size, +3 Dex, +2 natural)	**AC** 23, **touch** 17, **ff** 17 (+1 size, +6 Dex, +6 natural)	**AC** 26, **touch** 18, **ff** 19 (+1 size, +7 Dex, +8 natural)	**AC** 31, **touch** 19, **ff** 23 (+1 size, +8 Dex, +12 natural)
hp / HD	**29** (4d8)+12	**55** (7d8)+28	**58** (10d8)+40	**61** (13d8)+52
Saves	**Fort** +6, **Ref** +7, **Will** +2	**Fort** +8, **Ref** +11, **Will** +5	**Fort** +10, **Ref** +14, **Will** +6	**Fort** +11, **Ref** +16, **Will** +7
Offense				
Movement	**Speed** 30 ft. ; **Burrow** 10 ft.; **Climb** 10 ft.			
Attacks	**Melee** bite +4 (1d4) or **Melee** claw +4/+4 (1d3)	**Melee** bite +7 (1d4+1) or **Melee** claw +7/+7 (1d3+1)	**Melee** bite +9 (1d4+1) or **Melee** claw +9/+9 (1d3+1)	**Melee** bite +12 (1d4+2) or **Melee** claw +12/+12 (1d4+2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10	**Str** 12, **Dex** 22, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10	**Str** 13, **Dex** 24, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10	**Str** 15, **Dex** 27, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10
Core Attack	**Base Atk** +3; **CMB** +2; **CMD** 15 (19 vs. trip)	**Base Atk** +5; **CMB** +10; **CMD** 21 (25 vs. trip)	**Base Atk** +7; **CMB** +13; **CMD** 24 (28 vs. trip)	**Base Atk** +9; **CMB** +16; **CMD** 28 (32 vs. trip)
Feats	Stealthy, Toughness	Agile Maneuvers, Iron Will, Stealthy, Toughness	Agile Maneuvers, Iron Will, Multiattack, Run, Stealthy, Toughness	Agile Maneuvers, Improved Initiative, Improved Natural Attack (Claw), Iron Will, Multiattack, Run, Stealthy, Toughness
Skills	Acrobatics +3, Artistry -4, Climb +8, Escape Artist +5, Fly +5, Perception +8, Stealth +9, Survival +1	Acrobatics +6, Artistry -4, Climb +14, Escape Artist +8, Fly +8, Perception +9, Stealth +12, Survival +1, Swim +1	Acrobatics +7, Artistry -4, Climb +15, Escape Artist +9, Fly +9, Perception +11, Stealth +13, Survival +1, Swim +1	Acrobatics +8, Artistry -4, Climb +17, Escape Artist +10, Fly +10, Perception +13, Stealth +14, Survival +1, Swim +2
Languages	-			

	Low	Moderate	Advanced	Elite
Special Qualities	Hunting, Bonus Tricks 1, Link, Low-Light Vision, Rage, Scent, Share Spells **Animal Tricks:** Hunting, Attack, Detect, Down, Fetch, Heel, Seek, Track	Hunting, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Rage, Scent, Share Spells **Animal Tricks:** Hunting, Aid, Attack, Defend, Detect, Down, Fetch, Heel, Seek, Track	Hunting, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Rage, Scent, Share Spells **Animal Tricks:** Hunting, Aid, Attack, Defend, Detect, Down, Fetch, Guard, Heel, Seek, Track	Hunting, Bonus Tricks 6, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Rage, Scent, Share Spells **Animal Tricks:** Hunting, Aid, Attack, Come, Defend, Detect, Down, Fetch, Guard, Heel, Hunt, Seek, Track
Treasure	-	-	-	-

Special Abilities

Agile Maneuvers You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Initiative You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You get a +2 bonus on all Will saving throws.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 3 natural attacks.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 6 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 26 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Run When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spell Resistance 20

Stealthy You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Animal Tricks

Hunting An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

Aid The animal can use the aid another action to aid a specific ally in combat by attacking a specific foe the ally is fighting.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come The animal comes to you, even if it normally would not do so.

Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Detect The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying

potential dangers or secret passages.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Guard The animal stays in place and prevents others from approaching.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Hunt This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler.

Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

Track The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Habits and Logistics

During daylight hours, **Glyff** will sleep against a rock outside the city walls.

At night, **Glyff** hunts with **Gyldor**, then sleeps against the base of the tree his master scales to fall asleep.

Hueykins (Jester)

CR 2; **XP** 600

Description

In a regal, court setting, this bard would be a fool, a jester—but hanging out by the city gates, his lively manner and good-natured cavorting antics take more the form of a greeter, an unofficial "welcomer" into the city. He's good with faces and names, as most bards must be, and quick to identify strangers. When he spots someone he doesn't yet know, he will swoop in with an impromptu performance to catch their attention, then welcome them to the city.

Appearance

Hueykins is a bizarre, nimble little man. His clothes are garish colors, but the nature of his armor remains easy to spot. He has flowing, straight, shoulder-length brown hair, a moustache, and grimy fingernails.

Combat Tactics

Although he seems a fool, **Hueykins** is a trained fighter and will not shy away from a fight if it seems unavoidable. As he hangs out in the **City Gates** area, he does not intentionally call for assistance from the **Militia**, trusting that if strangers (such as the party) assault him, they will come to his defense as a known quantity if nothing else.

Factions

Everything about his demeanor and speech would suggest him to be a devotee of the **City of Berinncorte** itself.

However, in truth, he is a secret member of The **Scarlet Path**, placed here in the city by them so as to keep an eye on things as their representative.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 14; **XP** 38,400
Sex / Race	Male Human; LE Medium humanoid (human)			
Class	Bard 3	Bard 6	Bard 10	Bard 15
Initiative	**+1**	**+2**	**+6**	**+7**
Senses	**Perception** +6	**Perception** +9	**Perception** +13	**Perception** +18
Defense				
Armor Class	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +2 leather armor)	**AC** 16, **touch** 13, **ff** 13 (+2 Dex, +1 dodge, +3 leather armor)	**AC** 18, **touch** 13, **ff** 15 (+2 Dex, +1 dodge, +5 *studded leather armor* +2)	**AC** 19, **touch** 14, **ff** 15 (+3 Dex, +1 dodge, +5 *expeditious studded leather armor* +2)
hp / HD	**14** (3d8)+3	**31** (6d8)+6	**49** (10d8)+10	**76** (15d8)+15
Saves	**Fort** +1, **Ref** +4, **Will** +3; +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +2, **Ref** +7, **Will** +5; +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +5, **Ref** +9, **Will** +7; +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +7, **Ref** +14, **Will** +11; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** longsword +1 (1d8-1/19-20) or **Melee** dagger +1 (1d4-1/19-20) or **Ranged** dagger (thrown) +3 (1d4-1/19-20) or **Ranged** light crossbow +3 (1d8/19-20)	**Melee** longsword +3 (1d8-1/19-20) or **Melee** dagger +3 (1d4-1/19-20) or **Ranged** dagger (thrown) +6 (1d4-1/19-20) or **Ranged** crossbow (light) +6 (1d8/19-20)	**Melee** dagger +6 (1d4-1/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4-1/19-20) or **Melee** *+1 longsword* +7/+2 (1d8/19-20) or **Ranged** crossbow (light) +9/+4 (1d8/19-20)	**Melee** dagger +10 (1d4-1/19-20) or **Ranged** dagger (thrown) +14/+9/+4 (1d4-1/19-20) or **Melee** *+2 longsword* +12/+7/+2 (1d8+1/19-20) or **Ranged** crossbow (light) +14/+9/+4 (1d8/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Suggestion, Dirge of Doom	Distraction, Fascinate, Suggestion, Dirge of Doom, Frightening Tune
Prepared Spells	**Bard Spells (CL 3rd):** **1st (4x/day)** – *alarm, cause fear (DC 14), charm person (DC 14), comprehend languages* **0th (at will)** – *daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand*	**Bard Spells (CL 6th):** **2nd (4x/day)** – *daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15)* **1st (5x/day)** – *alarm, cause fear (DC 14), charm person (DC 14), comprehend languages* **0th (at will)** – *daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand*	**Bard Spells (CL 10th):** **4th (1x/day)** – *mass daze (DC 17), hold monster (DC 17)* **3rd (4x/day)** – *charm monster (DC 16), deep slumber (DC 16), dispel magic, fear (DC 16)* **2nd (5x/day)** – *daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15)* **1st (6x/day)** – *alarm, cause fear (DC 14), charm person (DC 14), comprehend languages, see alignment* **0th (at will)** – *daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand*	**Bard Spells (CL 15th):** **5th (3x/day)** – *bard's escape, greater dispel magic, dream, false vision* **4th (4x/day)** – *mass daze (DC 17), detect scrying, dimension door, hold monster (DC 17)* **3rd (6x/day)** – *blink, charm monster (DC 16), deep slumber (DC 16), dispel magic, fear (DC 16)* **2nd (6x/day)** – *acute senses (DC 15), daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15)* **1st (6x/day)** – *alarm, cause fear (DC 14), charm person (DC 14), comprehend languages, lesser confusion (DC 14), see alignment* **0th (at will)** – *daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand*
Statistics				
Ability Scores	**Str** 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16	**Str** 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16	**Str** 8, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16	**Str** 8, **Dex** 16, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16
Core Attack	**Base Atk** +2; **CMB** +1; **CMD** 12	**Base Atk** +4; **CMB** +3; **CMD** 16	**Base Atk** +7; **CMB** +6; **CMD** 19	**Base Atk** +11; **CMB** +10; **CMD** 24
Feats	Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Great Fortitude, Improved Initiative, Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Extra Performance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lingering Performance, Performance Weapon Mastery, Persuasive

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +4, Appraise +1, Bluff +9, Climb -4, Craft (Untrained) +1, Diplomacy +11, Diplomacy (Perform (Oratory)) +9, Disguise +9, Escape Artist +4, Fly -2, Intimidate +5, Perception +6, Perform (Oratory) +9, Perform (Untrained) +3, Ride -2, Sense Motive (Perform (Oratory)) +9, Sleight of Hand +4, Stealth -2, Swim -4	Acrobatics +8, Appraise +1, Bluff +12, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy +14, Diplomacy (Perform (Oratory)) +12, Disguise +12, Escape Artist +8, Fly -1, Intimidate +5, Perception +9, Perform (Oratory) +12, Perform (Untrained) +3, Ride -1, Sense Motive (Perform (Oratory)) +12, Sense Motive (Perform (Sing)) +3, Sleight of Hand +8, Stealth -1, Swim -4	Acrobatics +12, Appraise +1, Bluff +16, Bluff (Perform (Act)) +3, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy +20, Diplomacy (Perform (Oratory)) +16, Disguise +16, Disguise (Perform (Act)) +3, Escape Artist +12, Fly -1, Intimidate +5, Perception +13, Perform (Oratory) +16, Perform (Untrained) +3, Ride -1, Sense Motive (Perform (Oratory)) +16, Sense Motive (Perform (Sing)) +3, Sleight of Hand +12, Stealth -1, Swim -4	Acrobatics +18, Appraise +1, Bluff +21, Bluff (Perform (Act)) +3, Bluff (Perform (Comedy)) +3, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy +25, Diplomacy (Perform (Oratory)) +21, Disguise +21, Disguise (Perform (Act)) +3, Escape Artist +18, Intimidate +5, Intimidate (Perform (Comedy)) +3, Perception +18, Perform (Oratory) +21, Perform (Untrained) +3, Sense Motive (Perform (Oratory)) +21, Sense Motive (Perform (Sing)) +3, Sleight of Hand +18, Swim -4
Languages	Common, Elven			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (Oratory), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Lore Master, Skilled, Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Lore Master, Skilled, Versatile Performance (Act), Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Inspire Greatness, Inspire Heroics, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed
Treasure	longsword; dagger (2x); leather armor; light crossbow; crossbow bolts (20x) **17 gp**	longsword; dagger (2x); studded leather armor; light crossbow; crossbow bolts (20x) **61 gp**	*longsword +1*; dagger (2x); *studded leather armor +2*; light crossbow; crossbow bolts (20x) **94 gp**	*longsword +2*; dagger (2x); *expeditious studded leather armor +2*; light crossbow; crossbow bolts (20x) **12 pp; 119 gp**
Magic				
Spells per Day	**Bard (CL 3rd):** 0 / 4 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	**Bard (CL 6th):** 0 / 5 / 4 / 0 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	**Bard (CL 10th):** 0 / 6 / 5 / 4 / 1 / 0 / 0 / 0 / 0 DC 14 + spell level	**Bard (CL 15th):** 0 / 6 / 6 / 6 / 4 / 3 / 0 / 0 / 0 DC 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

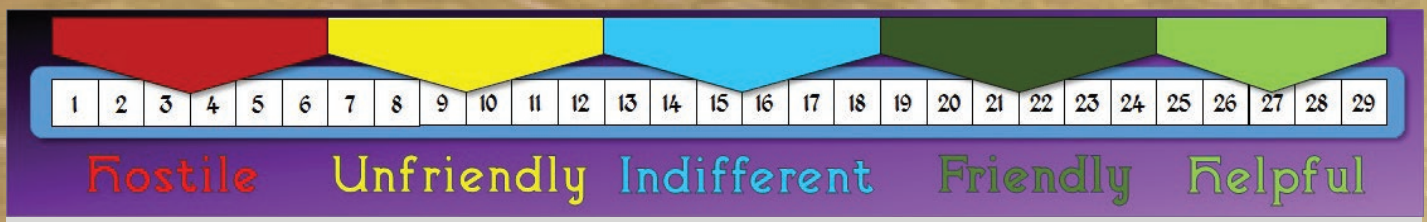


Table 50: Attitude Modifiers for Hueykins

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 41 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Feat Humans select one extra feat at 1st level.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 20) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 20) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 3 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Inspire Heroics (Su) You can inspire tremendous heroism in yourself or up to 1 allies within 30 feet. To inspire heroics, all of the targets must be able to see and hear you. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness your performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 15). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a

standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 20) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Performance You can use your bardic performance ability more often than normal You can use bardic performance for 6 additional rounds per day.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Habits and Logistics

During daylight hours, **Hueykins** will cavort about the **City Gates**, greeting strangers and acting as the city's unofficial welcomer.

At night, nobody knows where **Hueykins** goes. In reality, he slips away outside the city to rest, either among his **Scarlet Path** brethren to deliver a report, or in a field or forest.

Background

Hueykins was raised in a troupe of performers. One day, the **Scarlet Path** became aware of their political leanings, and concluded that they were acting against the **Path's** agenda. **Path** mercenaries slaughtered many, and of those saved, they convinced most to join the **Path**. The 12-year-old human bard was one of these survivors.

In the Obelisk Attack

When the **Obelisk** Erupts, **Hueykins** realizes that something of monumentous import is taking place. Although he yearns to stick around and see what transpires, he knows that his first duty is to make sure the **Scarlet Path** is informed of the event; he flees the city immediately and thus survives.

Conversation

What do you think of Berinncorte?

"Ah, 'tis a wondrous place! A place of peace! A city of splendors! A village of good, hearty folk! Yes, truly a wondrous and magical place to call home!"

Do you know anything about the strife between Zugul and Sheergath?

"What a wonderful thing it is, that Berinncorte is so large and important and impressive that it sports two churches of significance enough that there is a conflict at all? I'm sure whatever it is they are fighting about, it seems all very important to the folk involved... but ultimately, they'll realize that they can both prosper in a city such as this. *All* may prosper here!"

What do you think of the Mayor and the government?

"Ah, Symms does a fine job, a fine job, indeed, keeping the peace! The Militia as well. Blessed, we all are, in Berinncorte, that such leadership acts so effectively on our behalf."

Tell me about being a... greeter? Jester? Fool?

"What does it look like? It's the greatest thing in the world, to sing the praises of one fo the best places on earth. Some folk say they get to meet interesting people... well, *I* get to meet *all* the people in the city! Coming in or out!"

Do you do any... other sorts of work on the side?

For a brief moment, you think you see the jester's façade fall away, and a glint of suspicion haze his eyes. Then, his usual bonhomie resurfaces. "You see, this is my full-time job, so it is. Not quite profitable, but it suits my needs just fine."

***Sense Motive** check opposed by **Hueykins' Bluff** check, continuing the above line of inquiry:*

"It's a great deal more than it seems, greeting folk. You get to meet all of the new people, know who they are, often before anyone else in town knows they're even here. You also get to understand, to know, to feel the patterns of the citizens, their comings and goings. There's knowledge in power, so they say."

Hear anything interesting?

"I do, I do, of course I do! But you see, friends, this is my only job, my only trade, my only profession, such as it is. I'd

be a starving gutter rat if I didn't see some profit off it. The map's at-cost, you see; it's rumors and lore that put food in my tummy, most nights." *Any PC may pay **5 gp** for a roll on the **Rumors and Lore** table, and for another **5 gp**, **Hueykins** will tell you if it's true or not. The party may spend up to **60 gp** in total via this approach, or up to another limit that the GM determines is appropriate.*

Ines Borque (Merchant / Beast Raiser)

CR 1; **XP** 400

Description

Ines Borque is a half-orcish female farmer and paladin, with a special talent for animal husbandry. She's well aware that a combination of any two of those elements would typically be greeted with quixotic looks at best, and torches and pitchforks at worst. She's learned to live with it, and not to spend too much time trying to convince others of the merits of what is ultimately just who she is.

Appearance

A hardened, stoic woman, **Ines** is strong, capable, and is possessed of an undeniable presence. Her cheekbones are high and mighty, and though it's impossible to escape the definite genetic influence of her orcish heritage, her face and gait seem graceful, as though they have combined the most confident and pleasing aspects of both races.

Combat Tactics

Ines will fight to defend any innocent, herself, her business, or the town itself, and will not hesitate to do so. She's used to handling and managing many creatures simultaneously, whose combined mass outweighs her by an order of magnitude, and in her early life, was a cave-diving adventurer... and so a squabble in the city is not going to faze her in the slightest. She won't turn away help from the **Militia** if they get involved, but it simply won't even occur to her to yell for their help, herself.

Factions

Ines owes allegiance to no faction or religion, though she can occasionally be seen in the **Zugul Church**.

Her **Tribute** goes to **Berinncorte City** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,200	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Half-Orc; LG Medium humanoid (human, orc)			
Class	Paladin 2	Paladin 6	Paladin 10	Paladin 14
Initiative	-1	-1	-1	-1
Senses	**Perception** +0; **Darkvision** 60 ft.; **Aura of Good**	**Perception** +0; **Darkvision** 60 ft.; **Aura of Good**	**Perception** +0; **Darkvision** 60 ft.; **Aura of Good**	**Perception** +0; **Darkvision** 60 ft.; **Aura of Good**
Defense				
Armor Class	**AC** 16, **touch** 9, **ff** 16 (-1 Dex, +5 scale mail, +2 heavy wooden shield)	**AC** 17, **touch** 9, **ff** 17 (-1 Dex, +6 chainmail, +2 heavy wooden shield)	**AC** 19, **touch** 9, **ff** 19 (-1 Dex, +8 *bolstering chainmail +1*, +3 *heavy wooden shield +1*)	**AC** 22, **touch** 9, **ff** 22 (-1 Dex, +9 *balanced chainmail +3*, +4 *heavy wooden shield +2*)
hp / HD	**11** (2d10)	**32** (6d10)	**57** (10d10)	**76** (14d10)
Saves	**Fort** +5, **Ref** +1, **Will** +5	**Fort** +7, **Ref** +3, **Will** +7	**Fort** +10, **Ref** +5, **Will** +10	**Fort** +12, **Ref** +8, **Will** +12
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** spear +5 (2H: 1d8+4/x3) or **Ranged** spear (thrown) +1 (1d8+3/x3) or **Melee** shortsword +5 (1d6+3/19-20) or **Melee** heavy wooden shield +5 (1d4+1)	**Melee** shortsword +9/+4 (1d6+3/19-20) or **Melee** heavy wooden shield +9 (1d4+1) or **Melee** masterwork spear +10/+5 (2H: 1d8+4/x3) or **Ranged** masterwork spear (thrown) +6/+1 (1d8+3/x3)	**Melee** shortsword +13/+8 (1d6+3/19-20) or **Melee** *+1 heavy wooden shield* +13 (1d4+1) or **Melee** *+3 flaming spear* +15/+10 (2H: 1d8+6/x3) or **Ranged** *+3 flaming spear* (thrown) +11/+6 (1d8+5/x3) or **Melee** masterwork spear +14 (2H: 1d8+4/x3) or **Ranged** masterwork spear (thrown) +10/+5 (1d8+3/x3)	**Melee** *+2 heavy wooden shield* +17 (1d4+1) or **Melee** shortsword +17/+12/+7 (1d6+3/19-20) or **Melee** *+3 frost spear* +20/+15/+10 (2H: 1d8+7/x3) or **Ranged** *+3 frost spear* (thrown) +16/+11/+6 (1d8+6/x3) or **Melee** *+3 flaming spear* +20/+15/+10 (2H: 1d8+7/x3) or **Ranged** *+3 flaming spear* (thrown) +16/+11/+6 (1d8+6/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Smite Evil	Smite Evil, Channel Positive Energy (3d6, DC 15)	Smite Evil, Channel Positive Energy (5d6, DC 18)	Smite Evil, Channel Positive Energy (7d6, DC 20)
Prepared Spells	**Paladin (CL 2nd):** **At Will** – *detect evil*	**Paladin (CL 6th):** **1st** – *cure light wounds, unbreakable heart* (DC 13) **At Will** – *detect evil*	**Paladin (CL 10th):** **3rd** – *dispel magic* **2nd** – *effortless armor, righteous vigor* (DC 15) **1st** – *bless, cure light wounds, unbreakable heart* (DC 14) **At Will** – *detect evil*	**Paladin (CL 14th):** **4th** – *dispel chaos* (DC 17) **3rd** – *dispel magic, heal mount* (DC 16) **2nd** – *effortless armor, holy shield, righteous vigor* (DC 15) **1st** – *bless, cure light wounds, protection from chaos* (DC 14), *unbreakable heart* (DC 14) **At Will** – *detect evil*
Statistics				
Ability Scores	**Str** 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14	**Str** 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 15	**Str** 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 16	**Str** 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 17
Core Attack	**Base Atk** +2; **CMB** +5; **CMD** 14	**Base Atk** +6; **CMB** +9; **CMD** 18	**Base Atk** +10; **CMB** +13; **CMD** 22	**Base Atk** +14; **CMB** +17; **CMD** 26
Feats	Animal Affinity	Animal Affinity, Mounted Combat, Ride-By Attack	Animal Affinity, Mounted Combat, Ride-By Attack, Spirited Charge, Trample	Animal Affinity, Lightning Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample
Skills	Acrobatics -7, Bluff +2, Climb -3, Diplomacy +2, Disguise +2, Escape Artist -7, Fly -7, Handle Animal +9, Heal +5, Intimidate +4, Perform (Untrained) +2, Stealth -7, Swim -3	Acrobatics -8, Bluff +2, Climb -4, Diplomacy +2, Disguise +2, Escape Artist -8, Fly -8, Handle Animal +19, Heal +7, Intimidate +4, Perform (Untrained) +2, Ride +1, Stealth -8, Swim -4	Acrobatics -6, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -6, Fly -6, Handle Animal +24, Heal +11, Intimidate +5, Perform (Untrained) +3, Ride +7, Stealth -6, Swim -2	Acrobatics -6, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -6, Fly -6, Handle Animal +28, Heal +15, Intimidate +5, Perform (Untrained) +3, Ride +13, Stealth -6, Swim -2
Languages	Common, Orc			

	Low	Moderate	Advanced	Elite
Special Qualities	Aura of Good, Darkvision, Detect Evil, Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity	Aura of Courage, Aura of Good, Celestial Spirit, Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity	Aura of Courage, Aura of Good, Aura of Resolve, Celestial Spirit, Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Mercy (Poisoned), Weapon Familiarity	Aura of Courage, Aura of Faith, Aura of Good, Aura of Justice, Aura of Resolve, Celestial Spirit, Mercy (Cursed), Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Mercy (Poisoned), Weapon Familiarity
Treasure	spear (x2); shortsword; heavy wooden shield; scale mail 19 gp	masterwork spear (x2); shortsword; heavy wooden shield; chainmail 42 gp	*+3 flaming spear*; masterwork spear; shortsword; *+1 heavy wooden shield*; *+1 bolstering chainmail* 72 gp	*+3 flaming spear*; *+3 frost spear*; shortsword; *+2 heavy wooden shield*; *+3 balanced chainmail* 132 gp; 61 sp
Magic				
Spells per Day	-	**Paladin (CL 6):** 0/2/0/0/0/0/0/0/0 DC: 13 + spell level	**Paladin (CL 10):** 0/3/2/1/0/0/0/0/0 DC: 14 + spell level	**Paladin (CL 14):** (0/4/3/2/1/0/0/0/0 DC: 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

Table 51: Attitude Modifiers for Ines Borque

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smile Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Celestial Spirit (Sp) Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 7d6 (DC 20 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 20 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Mercy (Cursed) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 14.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Mercy (Dazed) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer dazed.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 10 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 14.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +14 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Habits and Logistics

During daylight hours, **Ines** will often (**60%** of the time) be in her stall in the **Town Square**, tending to sales and negotiations. The remainder of the time, she will be on various farmland outside the city, completing sales and managing her animals.

At night, **Ines** will return to her farmland to sleep.

Background

Ines never knew her orcish father, and her human mother never spoke of him, acting for all the world as though he had never even existed. From an early age, her mother counseled **Ines** that the world would always view her as different, which is not the worst thing to be. So long as others would assume her to be different—whatever that meant—she might as well be as different as her heart truly wished to be. And so an adolescent **Ines** set out to become an adventurer, and paladin, and along the way, helped farmers in various capacities... and soon learned that she had a knack for raising and controlling animals.

In the Obelisk Attack

Ines realizes something bad is happening as soon as the rumbling starts. She gathers some supplies, and escapes the town, fleeing to the relative safety of her farmland.

Conversation

What do you think of Berinncorte?

"It's a town of small size, but not of small mind. It's progressive, and while not accepting, really, nobody is, and so I've found a home here. I still feel more at home among the animals than I do among the people, though."

Do you know anything about the strife between Zugul and Sheergath?

"People seem to be quite creative in fabricating ways of going at each others' throats. There are so few legitimate reasons, but that never stops folk. It's sad."

What do you think of the Mayor and the government?

"Symms is a good lass. She tries hard, and it's hard to criticize the results. Berinncorte is as peaceful and safe a place as I've ever been, apart from the farm."

Tell me about being a beast raiser.

"I've found many things that bring me pleasure, but few that bring me joy. Raising beasts does both. It's hard, challenging work, but I'm born for it, and enjoy it immensely."

Do you do any... other sorts of work on the side?

"Well, I've been known to accompany an adventuring

party or two, from time to time. No availability for such endeavors at the moment, however. Though I must admit seeing you all together, ready to go out and make your name... I'm jealous, I don't mind saying!"

Jozan (Bartender)

CR 1/2; **XP** 200

Description

Jozan is a charismatic half-orc, used to unfair prejudice and used to shrugging it off. He suspects he's capable of much more in life—either as an adventurer, a mercenary, or as a merchant of more than just a simple bar... but he likes it this way. The word that best describes him is comfortable.

Appearance

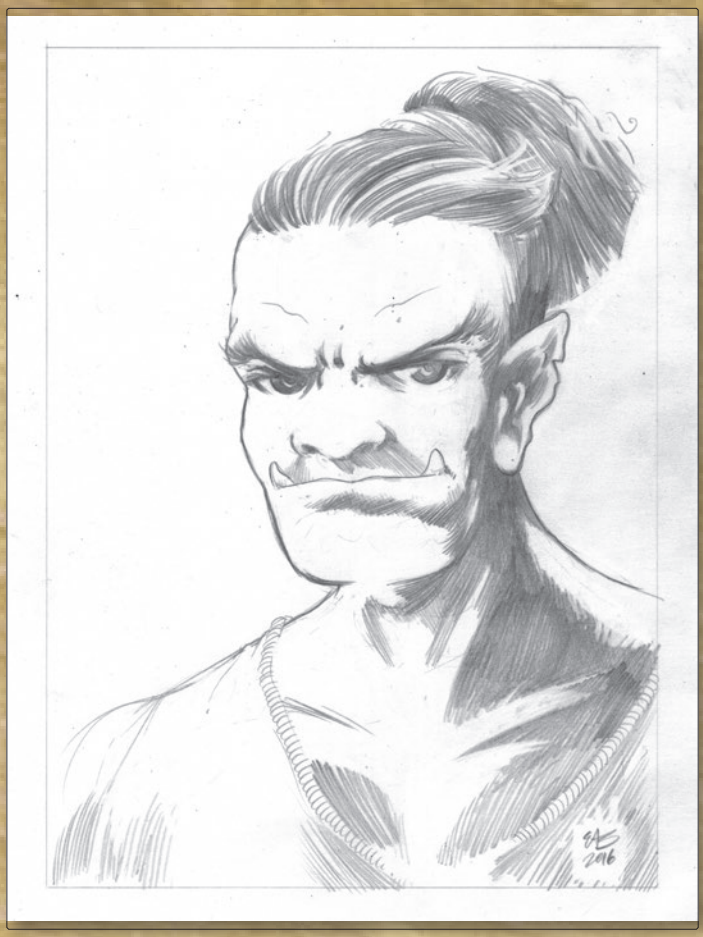
There's a notch in one of his ears; not even **Jozan** himself recalls how it got to be that way, but the tale he tells is that his mother thought it would be cute. His smile is broad and welcoming, and he has a knack for including each and every patron in his gaze as he works. None feel as though they wait for a drink, even when they are in fact waiting.

Combat Tactics

Jozan loves his bar, but will not fight to the death to defend it. His myriad talents add up to the equivalent of one class level of Rogue, and he's certainly no coward, but given the choice between surviving for another day and playing the hero, his choice is clear: he'll see you tomorrow.

Factions

None. **Jozan** gives his **tribute** directly to the **City of Berincorte**.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 6; **XP** 2,400	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800
Sex / Race	Male Half-Orc; TN Medium humanoid (orc, human)			
Class	Rogue 1	Rogue 7	Rogue 12	Rogue 17
Initiative	**+2**	**+2**	**+2**	**+3**
Senses	**Perception** +4; **Darkvision** 60'	**Perception** +10; **Darkvision** 60'	**Perception** +15; **Darkvision** 60'	**Perception** +20; **Darkvision** 60'
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 11 (+2 Dex, +1 padded armor)	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 leather armor)	**AC** 16, **touch** 12, **ff** 16 (+2 Dex, +4 *brawling leather armor* +2)	**AC** 19, **touch** 14, **ff** 19 (+3 Dex, +1 dodge, +5 *balanced leather armor* +3)
hp / HD	**11** (1d8)+3	**52** (7d8)+21	**92** (12d8)+36	**127** (17d8)+51
Saves	**Fort** +3, **Ref** +4, **Will** +0	**Fort** +5, **Ref** +7, **Will** +2 +2 Reflex to avoid traps	**Fort** +7, **Ref** +10, **Will** +4 +4 Reflex to avoid traps	**Fort** +8, **Ref** +13, **Will** +7 +5 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +2, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
Offense				
Movement	**Speed** 30 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** shortsword +1 (1d6+1/19-20) or **Melee** dagger +1 (1d4/19-20) or **Ranged** dagger (thrown) +2 (1d4+1/19-20) or **Ranged** shortbow +2 (1d6/x3)	**Melee** dagger +6 (1d4/19-20) or **Ranged** dagger (thrown) +7 (1d4+1/19-20) or **Melee** *+1 short sword* +7 (1d6+2/19-20) or **Ranged** shortbow +7 (1d6/x3)	**Melee** dagger +10 (1d4/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+1/19-20) or **Melee** *+2 short sword* +13/+8 (1d6+3/19-20) or **Ranged** shortbow +11/+6 (1d6/x3)	**Melee** dagger +15 (1d4/19-20) or **Ranged** dagger (thrown) +15/+10/+5 (1d4+1/19-20) or **Melee** *+3 icy burst short sword* +19/+14/+9 (1d6+4/19-20) or **Ranged** shortbow +15/+10/+5 (1d6/x3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 4d6	Sneak Attack 6d6	Distracting Attack, Sneak Attack 9d6
Statistics				
Ability Scores	**Str** 12, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 14	**Str** 12, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 15	**Str** 12, **Dex** 15, **Con** 17, **Int** 8, **Wis** 11, **Cha** 16	**Str** 12, **Dex** 16, **Con** 17, **Int** 8, **Wis** 11, **Cha** 16
Core Attack	**Base Atk** +0; **CMB** +1; **CMD** 13	**Base Atk** +5; **CMB** +6; **CMD** 18	**Base Atk** +9; **CMB** +10 (+12 vs. grapple); **CMD** 22	**Base Atk** +12; **CMB** +13; **CMD** 27
Feats	Persuasive	Antagonize, Betrayer, Persuasive, Quick Draw	Antagonize, Betrayer, Bullying Blow, Persuasive, Quick Draw, Throw Anything, Weapon Focus (Sword (Short))	Antagonize, Betrayer, Bullying Blow, Dodge, Iron Will, Persuasive, Quick Draw, Throw Anything, Weapon Finesse, Weapon Focus (Sword (Short)
Skills	Acrobatics +2, Appraise +3, Artistry -1, Bluff +6, Climb +1, Craft (Untrained) -1, Diplomacy +8, Disable Device +7, Disguise +2, Escape Artist +2, Fly +2, Intimidate +10, Knowledge (Local) +3, Perception +4, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1	Acrobatics +2, Appraise +9, Artistry -1, Bluff +12, Climb +1, Craft (Untrained) -1, Diplomacy +14, Disable Device +15, Disguise +2, Escape Artist +2, Fly +2, Intimidate +16, Knowledge (Local) +9, Perception +10, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1	Acrobatics +2, Appraise +14, Artistry -1, Bluff +18, Climb +1, Craft (Untrained) -1, Diplomacy +22, Disable Device +23, Disguise +3, Escape Artist +2, Fly +2, Intimidate +24, Knowledge (Local) +14, Perception +15, Perform (Untrained) +3, Profession (Cook) +8, Ride +2, Stealth +2, Swim +1	Acrobatics +3, Appraise +19, Artistry -1, Bluff +23, Climb +1, Craft (Untrained) -1, Diplomacy +27, Disable Device +31, Disguise +3, Escape Artist +3, Fly +3, Intimidate +29, Knowledge (Local) +19, Perception +20, Perform (Untrained) +3, Profession (Cook) +14, Ride +3, Stealth +3, Swim +1
Languages	Common, Orc			
Special Qualities	Bonus Rogue Talent, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Another Day, Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Stand Up, Trapfinding, Weapon Familiarity	Another Day, Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Follow Clues, Intimidating, Orc Blood, Orc Ferocity, Stand Up, Trapfinding, Weapon Familiarity
Treasure	shortsword; dagger; padded armor; traveler's outfit; shortbow; arrows (20x) **12 gp**	*+1 shortsword*; dagger; leather armor; traveler's outfit; shortbow; arrows (20x) **62 gp**	*+2 shortsword*; dagger; *+2 brawling leather armor*; traveler's outfit; shortbow; arrows (20x) **18 pp; 81 gp**	*+3 icy burst shortsword*; dagger; *+3 balanced leather armor*; traveler's outfit; shortbow; arrows (20x) **51 pp; 87 gp**

♥ Attitude Tracker

Starting Attitude: 18 (Indifferent)

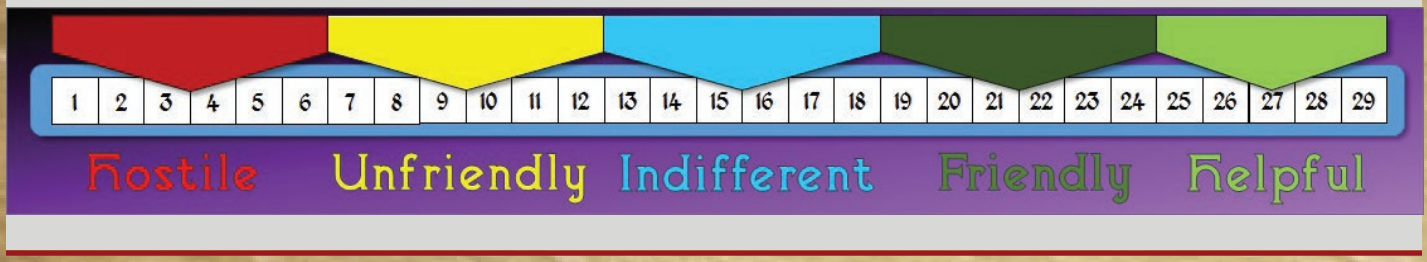


Table 52: Attitude Modifiers for Jozan

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Another Day (Ex) Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

Bonus Rogue Talent The human gains +1/6 of a new rogue talent.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex) 4/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Convincing Lie (Ex) When a rogue with this talent lies, she creates fabrications so convincing that others treat them as truth. When a rogue with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the rogue's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rogue's level + the rogue's Charisma modifier.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Distracting Attack (Ex) A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 21.

Intimidating (Ex) Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Bullying Blow With a simple hit, you more easily intimidate an opponent. As a standard action, you may make a melee attack with a -2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw

a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Jozan** will typically (**80%**) sleep, clean the bar, or otherwise prepare for the day at the **Tavern**. The remainder of his daytime is spent shopping for supplies at the **Town Square**.

At night, **Jozan** of course runs the bar until close. If he is not engaged in after-hours servies (see below), he will clean up and then turn in to bed.

Background

In his position as barkeep, he's had ample opportunity to engage in a side profession as well: gigolo. He's not quite retired, as such, but he's comfortable enough with his situation that he's much more discriminating in his customers.

Attractive PCs who show even a passing interest in **Jozan** will find themselves hit on, and eventually propositioned for a fee; it's left to the GM's discretion as to whether this is appropriate for the gaming group. Typical gigolo fees for "standard services" are **80 gp** per evening... minus 10 per point of **Charisma** above 12.

In the Obelisk Attack

Jozan survives; he is asleep when the **Eruption** takes place. He throws on some clothes and leaps to the door, and then helps others run to safety.

Conversation

What do you think of Berinncorte?

"'Tis a fine place, you ask me. Good people with a hearty appetite and a sense of humor, more often than not."

Do you know anything about the strife between Zugul and Sheergath?

"Doesn't concern me much, really. I mean, you hear talk, you can't *not*, tending bar... but I've no particular love for either church, and most folk who come here don't do so to get involved in a theological debate."

What do you think of the Mayor and the government?

"Symms does a good job. Running the *Leaky Cask* is tough enough; I can't imagine how she manages the entire city."

Tell me about being a bartender.

"It's a great job. Pay won't make me wealthy, but it's comfortable work, and suits me. Get to know a lot of people, that's true enough—I can't think of anyone in town who doesn't pop in from time to time. No matter your religion, stature, wealth, or profession, everyone can appreciate a hearty meal and a good mug of ale. I like to think it brings folk together, you know?"

Do you do any... other sorts of work on the side?

"Well, sure; 'twould be rare to not have a little hobby on the side, now wouldn't it?" *If the party asking him these questions includes at least one female PC with a* ***Charisma*** *greater than 11,* ***Jozan*** *will now launch into the event* **RTE-7: Well, Hello There**. *If not, he leaves his vague comment as-is without further clarification.*

Diplomacy *check, pressing the matter above*:

"I've certain skills in the bedroom, don't you know. 'Tis a gift, I suppose, and while some make sport of the talent, I'm an entrepreneur when it comes down to it. Most folk'd be surprised to learn how many comely lasses enjoy a bit of no-questions-asked hobby in the sheets."

Kayzark (Vendor)

CR 1; **XP** 400

Description

Kayzark is a tall, lithe half-elf vendor with a knack for finding the obscure. In his ideal scenario, folk would commission him to locate unique or rare items, and he would do so for at most a handful of elite, wealthy collectors, whose requests would send him far and wide across the realm with an expense account as his ally.

In reality, right now, he has to settle for peddling bizarre knickknacks and tools of esoteric use.

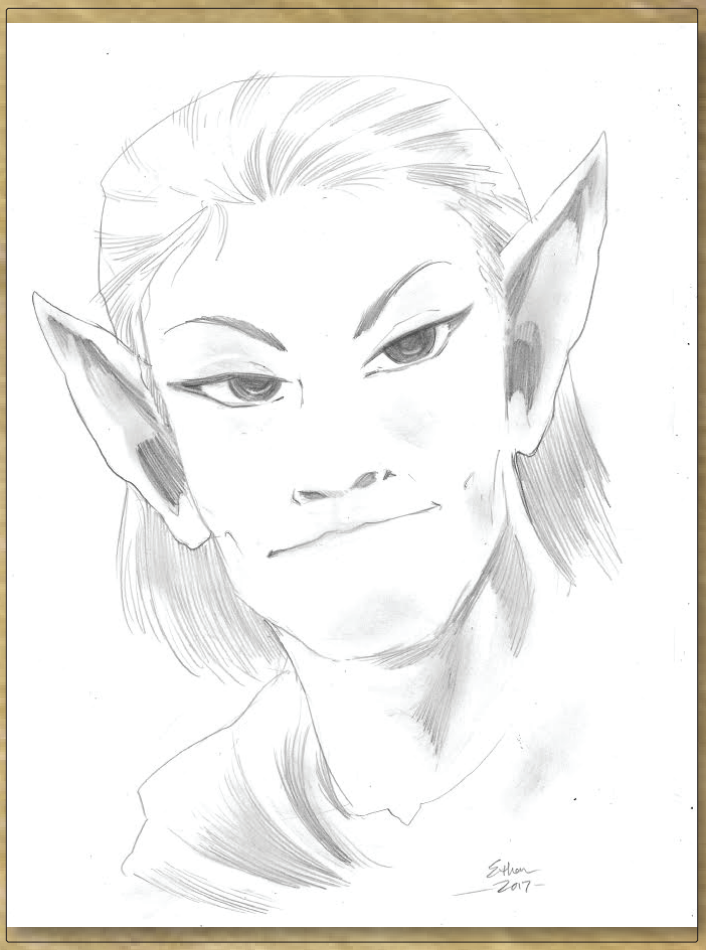
Appearance

A handsome fellow, **Kayzark** seems to have acquired the most petlike of aspects from his ancestor races: decidedly pointed elven ears not unlike a cat's, and dimpled cheeks with masculine, ruggedly human facial lines. He usually wears a dark green velvet cloak which he keeps wrapped about his torso; he affixes many of his wares to the inside lining so he can showcase them dramatically when approached for a sale.

Combat Tactics

His searches for the obscure do indeed take **Kayzark** across the realm, and so he is no stranger to necessary conflict. That said, he will avoid it where possible, particularly if he seems overmatched; he views battle's main utility to be hunting for food or escaping from ruffians and highwaymen.

If he is faced with conflict, he will attempt to talk or trade his way out of it; if battle seems inevitable, he will prefer ranged combat with his shortbow, closing with his rapier only when it is down to one-on-one action. A loner unused to the security offered by most cities, he will not seek assistance from authorities, as this possibility simply doesn't even occur to him, particularly in the throes of combat.



Factions

His allegiance, and his tribute, go to the **Emerald Garden**. The half-elf hawker will plant trees and other plants in his journeys, and will forage and hunt in a manner that does not impair sustainability.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Half-Elf; NG Medium humanoid (elf, human)			
Class	Ranger 2	Ranger 6	Ranger 12	Ranger 16
Initiative	+2	+2	+3	+3
Senses	**Perception** +3; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**	**Perception** +18; **Low-Light Vision**	**Perception** +22; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 leather armor)	**AC** 16, **touch** 12, **ff** 14 (+2 Dex, +4 chain shirt)	**AC** 20, **touch** 14, **ff** 16 (+3 Dex, +1 dodge, +6 *chain shirt* +2)	**AC** 22, **touch** 14, **ff** 18 (+3 Dex, +1 dodge, +8 *breastplate* +2)
hp / HD	**20** (2d10)	**38** (6d10)+2	**73** (12d10)+8	**97** (16d10)+12
Saves	**Fort** +2, **Ref** +5, **Will** +1 +2 vs. enchantment spells and effects	**Fort** +5, **Ref** +7, **Will** +3 +2 vs. enchantment spells and effects	**Fort** +8, **Ref** +11, **Will** +5 +2 vs. enchantment spells and effects	**Fort** +10, **Ref** +15, **Will** +8 +2 vs. enchantment spells and effects
Defensive Abilities	-	-	Evasion	Improved Evasion
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.; Woodland Stride	**Speed** 20 ft.; Woodland Stride
Attacks	**Ranged** shortbow +4 (1d6-2/x3), within 30 ft. +5 (1d6-1) or **Melee** rapier +0 (1d6-2/18-20) or **Melee** dagger +0 (1d4-2/19-20) or **Ranged** dagger (thrown) +4 (1d4-1/19-20), within 30 ft. +5 (1d4-1)	**Ranged** *+1 shortbow* +9/+4 (1d6-1/x3), within 30 ft. +10/+5 (1d6) or **Melee** rapier +8/+3 (1d6-2/18-20) or **Melee** dagger +8/+3 (1d4-2/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4-1/19-20), within 30 ft. +9/+4 (1d4-1)	**Ranged** *+2 corrosive shortbow* +18/+13/+8 (1d6/x3), within 30 ft. +19/+14/+9 (1d6+1) or **Melee** rapier +15/+10/+5 (1d6-2/18-20) or **Melee** dagger +15/+10/+5 (1d4-2/19-20) or **Ranged** dagger (thrown) +15/+10/+5 (1d4-1/19-20), within 30 ft. +16/+11/+6 (1d4-1)	**Ranged** *+2 corrosive shortbow* +22/+17/+12/+7 (1d6/x3), within 30 ft. +23/+18/+13/+8 (1d6+1) or **Melee** rapier +19/+14/+9/+4 (1d6-2/18-20) or **Melee** dagger +19/+14/+9/+4 (1d4-2/19-20) or **Ranged** dagger (thrown) +19/+14/+9/+4 (1d4-1/19-20), within 30 ft. +20/+15/+10/+5 (1d4-1)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Animal +2	Animal +4, Undead +2	Animal +4, Humanoid (Reptilian) +2, Undead +4	Aberration +2, Animal +4, Humanoid (Reptilian) +2, Undead +6
Prepared Spells	-	**Ranger (CL 6th):** **1st** – *entangle, keen senses*	**Ranger (CL 12th):** **3rd** – *burst of speed* **2nd** – *hide campsite, perceive cues* **1st** – *entangle, keen senses, urban grace*	**Ranger (CL 16th):** **3rd** – *burst of speed, nondetection* **2nd** – *hide campsite, hold animal, perceive cues* **1st** – *charm animal, entangle, keen senses, urban grace*
Statistics				
Ability Scores	**Str** 7, **Dex** 14, **Con** 9, **Int** 9, **Wis** 13, **Cha** 15	**Str** 7, **Dex** 14, **Con** 10, **Int** 9, **Wis** 13, **Cha** 15	**Str** 7, **Dex** 16, **Con** 10, **Int** 9, **Wis** 13, **Cha** 15	**Str** 7, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15
Core Attack	**Base Atk** +2; **CMB** +0; **CMD** 12	**Base Atk** +6; **CMB** +4; **CMD** 16	**Base Atk** +12; **CMB** +10; **CMD** 24	**Base Atk** +16; **CMB** +14; **CMD** 28
Feats	Fleet, Point-Blank Shot, Skill Focus (Appraise)	Endurance, Fleet, Persuasive, Point-Blank Shot, Rapid Shot, Skill Focus (Appraise), Weapon Finesse	Dodge, Endurance, Far Shot, Fleet, Persuasive, Point-Blank Shot, Rapid Shot, Run, Skill Focus (Appraise), Weapon Finesse, Weapon Focus (Shortbow)	Dodge, Endurance, Far Shot, Fleet, Iron Will, Lightning Reflexes, Persuasive, Point Blank Master (Weapon Focus (Shortbow)), Point-Blank Shot, Rapid Shot, Run, Skill Focus (Appraise), Weapon Finesse, Weapon Focus (Shortbow)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -1, Appraise +4, Artistry -1, Bluff +4, Climb -5, Craft (Untrained) -1, Diplomacy +2, Disguise +4, Escape Artist -1, Fly -1, Heal +1, Intimidate +6, Knowledge (Local) +1, Knowledge (Nature) +3, Perception +3, Perform (Untrained) +2, Ride -1, Sense Motive +1, Stealth -1, Survival +1, Swim -5	Acrobatics -1, Appraise +7, Artistry -1, Bluff +8, Climb -5, Craft (Untrained) -1, Diplomacy +4, Disguise +7, Escape Artist -1, Fly -1, Heal +1, Intimidate +11, Knowledge (Geography) +4, Knowledge (Local) +1, Knowledge (Nature) +8, Perception +10, Perform (Untrained) +2, Ride -1, Sense Motive +1, Stealth -1, Survival +1, Swim -5	Appraise +8, Artistry -1, Bluff +12, Climb -5, Craft (Untrained) -1, Diplomacy +4, Disguise +8, Heal +1, Intimidate +15, Knowledge (Geography) +10, Knowledge (Local) +1, Knowledge (Nature) +14, Perception +18, Perform (Untrained) +2, Sense Motive +1, Survival +1, Swim -5	Appraise +9, Bluff +18, Climb -5, Diplomacy +4, Disguise +8, Heal +1, Intimidate +25, Knowledge (Geography) +15, Knowledge (Local) +2, Knowledge (Nature) +19, Perception +22, Perform (Untrained) +2, Sense Motive +1, Survival +14, Swim -5
Languages	Common, Elven			
Special Qualities	Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Track +1, Wild Empathy +4	Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Track +3, Wild Empathy +8	Adaptability, Camouflage, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +4, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Quarry, Swift Tracker, Track +6, Wild Empathy +14, Woodland Stride	Adaptability, Camouflage, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Mountain) +2, Favored Terrain (Swamp) +2, Favored Terrain (Urban) +6, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Quarry, Swift Tracker, Track +8, Wild Empathy +18, Woodland Stride
Treasure	leather armor; arrows (40x); rapier; dagger; Shortbow 23 gp	chain shirt; arrows (40x); rapier; dagger; *+1 shortbow* 57 gp	*+2 chain shirt*; arrows (40x); rapier; dagger; *+2 corrosive shortbow* 29 pp; 69 gp	*+2 breastplate*; *+2 arrows* (40x); rapier; dagger; *+2 corrosive shortbow* 40 pp; 191 gp
Magic				
Spells per Day	**Ranger (CL 2nd):** 0/0/0/0/0/0/0/0/0/0 DC 12 + spell level	**Ranger (CL 6th):** 0/2/0/0/0/0/0/0/0/0 DC 12 + spell level	**Ranger (CL 12th):** 0/3/2/1/0/0/0/0/0/0 DC 12 + spell level	**Ranger (CL 16th):** 0/4/3/2/1/0/0/0/0/0 DC 12 + spell level

Attitude Tracker

Starting Attitude: 16 (Indifferent)

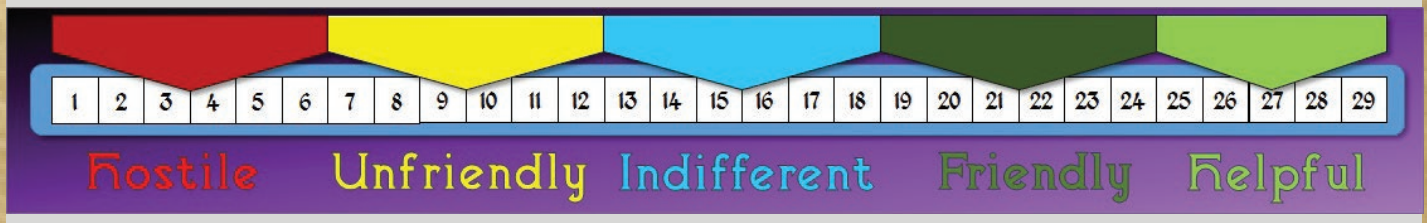


Table 53: Attitude Modifiers for Kayzark

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aberration (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Animal (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he

gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Swamp) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in swamp terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Humanoid (Reptilian) (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against reptilian humanoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 1 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +8 to Survival checks made to follow tracks.

Undead (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+18 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Point Blank Master (Weapon Focus (Shortbow)) You are adept at firing ranged weapons in close quarters. Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying

no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Appraise) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Shortbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Kayzark** will be out and about, searching for new items of interest and trading existing ones where he can. As the GM, feel free to "place" him anywhere (or nowhere) during the day; doing so should invoke the event **BRE-7: Take a Look**.

At night, the half-elf will likely (**65%**) be in the **Tavern**, enjoying a meal and possibly a transaction should he find a prospective buyer who seems suitable. The rest of the time, he will be outside **Berinncorte**, on a mission to buy, sell, or find.

Background

Kayzark is a loner, and a bit of a recluse, even, vastly preferring the company of nature to anyone he might find in-city. His interest in the exotic and bizarre, however, forces his participation in society to a certain extent: few vendors venture into the wilderness in search of a sale, and fewer still who have unique items.

He floats in and out of cities, lingering until he feels he has exhausted the region's available stock of intriguing commerce; he will then uproot and travel across the realm to another city to use as his base of operations for a time.

Typically, these cycles are in the neighborhood of six months to two years; he has been in the **Berinncorte** area for about nine months thus far.

In the Obelisk Attack

Kayzark survives; he's taking a stroll in the **Gardens** when the **Obelisk** Erupts. Although he has no idea what it is, or what might have caused it, he is terrified that it might be one aspect of a larger phenomenon, and so he flees the city, traveling north to warn Druids with whom he is friendly. This journey, the Druids, and their role in the larger scheme of the plot will be addressed in a future component of the **Adventure Path**.

Conversation

What do you think of Berinncorte?

"It's got its share of interesting inhabitants, and their things."

Do you know anything about the strife between Zugul and Sheergath?

"It's sad, really. Chaos is natural, and law is man-made, and it's foolish to think you can have any sort of civilization without both. These two churches should cherish each other, rather than trying to prove that one is more valuable or the other is more worthy. Foolish, I say."

What do you think of the Mayor and the government?

"Things seem fairly peaceful in these parts, so I'm inclined not to judge her too badly. But the truth is, I don't know her, and I never have dealings with the authorities, so I couldn't say."

Tell me about being a... vendor? Trader? What do you do, exactly?

"This and that, is the short answer. The longer answer involves making a purchase from my assortment of bizarre and unusual. Care to do so?" ***Kayzark** will then show his wares, inviting the PCs to make a purchase (see event **BRE-7: Take a Look**). Doing so doesn't get him to open up further at all, but will please him.*

Do you do any... other sorts of work on the side?

"What a strange question. To most folk, such peddling of the inane *is* a side business. I guess you could say that, on the side, I stay alive and keep myself busy. Nothing more."

Kerem Dogan (Vendor)

CR 1/2; **XP** 200

Description

Kerem is an opportunist, a sly and conniving merchant with an inability to take sides on anything contentious, lest he rule out doing business with one side or the other. He has set up shop in **Berinncorte** more and more often of late, hoping to capitalize on the growing tensions and sect-ism between the followers of **Zugul** and those of **Sheergath**.

Appearance

A rail-thin human, **Kerem** has a swarthy and clean complexion, with a long and pointed beard. He's fond of running his hand underneath his beard so that the top of his facial hair scrapes gently across the top of his hand. The merchant dresses in conservative and neutral robes, and is careful to match the color scheme against the city he does business in such that the colors he wears are clearly not aligned with any of that town's favored deities.

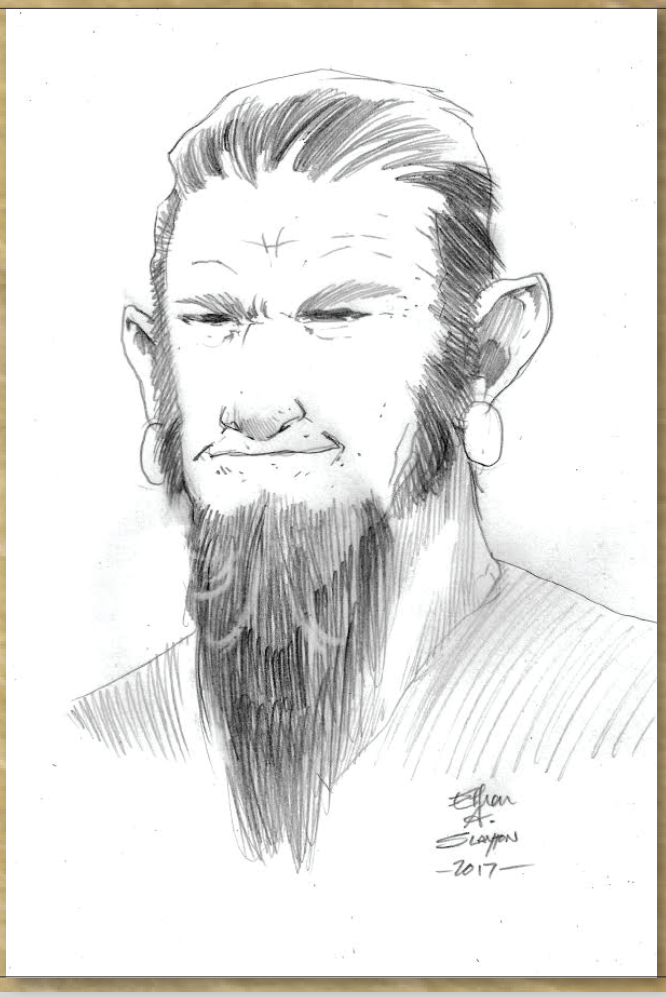
Combat Tactics

Kerem is not quite a coward, but he loathes fighting, and knows that he is hardly skilled at it to begin with. If faced with violence, he will try to summon help not only from the **Militia**, but also from the **Zugul Church** nearby the **Town Square**. If either of these other groups intercedes, **Kerem** himself will attempt to withdraw from the fighting, and will flee if given the opportunity to do so.

Factions

Kerem has previously been aligned with the **Adamantium Trail**, but has no interest in such formality. He secretly despises and is jealous of magic-uers of all walks, and so is looking to join the **Antimagic Shell**, but has not yet officially done so.

For the time being, then, **Kerem's Tribute** flows directly to **Berinncorte City** itself.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male Human; NE Medium humanoid (human)			
Class	Expert 2	Expert 6	Expert 10	Expert 14
Initiative	**+1**	**+1**	**+5**	**+5**
Senses	**Perception** +5	**Perception** +11	**Perception** +17	**Perception** +21
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 11 (+1 Dex, +1 Dodge, +1 padded armor)	**AC** 15, **touch** 12, **ff** 13 (+1 Dex, +1 Dodge, +3 studded leather armor)	**AC** 16, **touch** 12, **ff** 14 (+1 Dex, +1 Dodge, +4 masterwork chain shirt)	**AC** 18, **touch** 12, **ff** 16 (+1 Dex, +1 Dodge, +6 *chain shirt* +2)
hp / HD	**11** (2d8)-2	**21** (6d8)-6	**33** (10d8)-10	**45** (14d8)-14
Saves	**Fort** -1, **Ref** +1, **Will** +3	**Fort** +1, **Ref** +3, **Will** +5	**Fort** +2, **Ref** +4, **Will** +7	**Fort** +3, **Ref** +5, **Will** +9
Offense				
Movement	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** spear +0 (2H: 1d8-1/x3) or **Ranged** spear (thrown) +2 (1d8-1/x3) or **Ranged** light crossbow +2 (1d8/19-20) or **Melee** dagger +0 (1d4-1/19-20) or **Ranged** dagger (thrown) +2 (1d4-1/19-20)	**Ranged** light crossbow +5 (1d8/19-20) or **Melee** masterwork spear +4 (2H: 1d8-1/x3) or **Ranged** masterwork spear (thrown) +6 (1d8-1/x3) or **Melee** dagger +3 (1d4-1/19-20) or **Ranged** dagger (thrown) +5 (1d4-1/19-20)	**Ranged** light crossbow +8 (1d8/19-20) or **Melee** *+1 keen spear* +7/+2 (2H: 1d8/19-20/x3) or **Ranged** *+1 keen spear* (thrown) +9/+4 (1d8/19-20/x3) or **Melee** dagger +6/+1 (1d4-1/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4-1/19-20)	**Ranged** light crossbow +11 (1d8/19-20) or **Melee** *+3 courageous spear* +12/+7 (2H: 1d8+2/x3) or **Ranged** *+3 courageous spear* (thrown) +14/+9 (1d8+2/x3) or **Melee** dagger +9/+4 (1d4-1/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4-1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 13, **Con** 9, **Int** 14, **Wis** 10, **Cha** 14	**Str** 8, **Dex** 13, **Con** 9, **Int** 14, **Wis** 10, **Cha** 15	**Str** 8, **Dex** 13, **Con** 9, **Int** 14, **Wis** 10, **Cha** 16	**Str** 8, **Dex** 13, **Con** 9, **Int** 14, **Wis** 10, **Cha** 17
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 12	**Base Atk** +4; **CMB** +5; **CMD** 15	**Base Atk** +7; **CMB** +8; **CMD** 18	**Base Atk** +10; **CMB** +11; **CMD** 21
Feats	Armor Proficiency, Light, Dodge, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Proficiency, Light, Dodge, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Proficiency, Light, Dodge, Improved Initiative, Persuasive, Quick Draw, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Proficiency, Light, Betrayer, Dodge, Improved Initiative, Persuasive, Quick Draw, Simple Weapon Proficiency, Throw Anything
Skills	Acrobatics +6, Appraise +7, Bluff +7, Climb -1, Craft (Untrained) +2, Diplomacy +9, Disguise +2, Escape Artist +1, Fly +1, Intimidate +9, Knowledge (History) +7, Knowledge (Religion) +7, Perception +5, Perform (Untrained) +2, Profession (Merchant) +5, Ride +1, Sense Motive +5, Stealth +1, Swim -1	Acrobatics +7, Appraise +11, Bluff +11, Climb -4, Craft (Untrained) +2, Diplomacy +13, Disguise +2, Escape Artist -2, Fly -2, Intimidate +13, Knowledge (History) +11, Knowledge (Religion) +11, Perception +11, Perform (Untrained) +2, Profession (Merchant) +9, Ride -2, Sense Motive +11, Stealth -2, Swim -4	Acrobatics +11, Appraise +15, Bluff +16, Climb -4, Craft (Untrained) +2, Diplomacy +20, Disguise +3, Escape Artist -2, Fly -2, Intimidate +20, Knowledge (History) +15, Knowledge (Religion) +15, Perception +17, Perform (Untrained) +3, Profession (Merchant) +13, Ride -2, Sense Motive +17, Stealth -2, Swim -4	Acrobatics +15, Appraise +19, Bluff +20, Climb -4, Craft (Untrained) +2, Diplomacy +24, Disguise +3, Escape Artist -2, Fly -2, Intimidate +24, Knowledge (History) +19, Knowledge (Religion) +19, Perception +21, Perform (Untrained) +3, Profession (Merchant) +17, Ride -2, Sense Motive +21, Stealth -2, Swim -4
Languages	Common, Dwarven, Elven			
Special Qualities	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled
Treasure	padded armor; light crossbow; crossbow bolts (10x); dagger; spear	studded leather armor; light crossbow; crossbow bolts (10x); dagger; masterwork spear	masterwork chain shirt; light crossbow; crossbow bolts (10x); dagger; *+1 keen spear*	*+2 chain shirt*; light crossbow; crossbow bolts (10x); dagger; *+3 courageous spear*

Attitude Tracker

Starting Attitude: 14 (Indifferent)

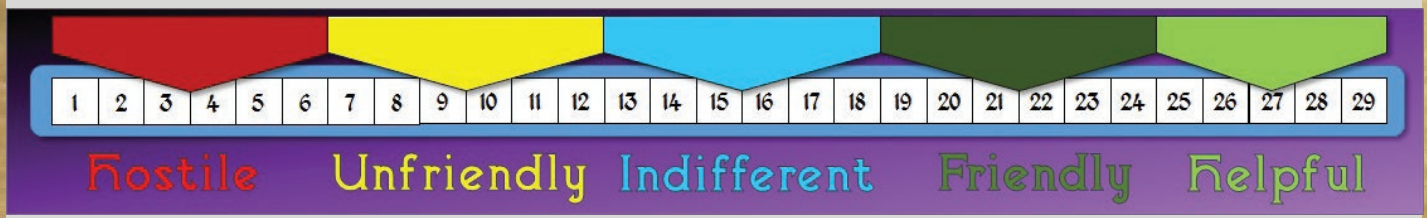


Table 54: Attitude Modifiers for Kerem Dogan

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Kerem** will be in his stall in the **Town Square**, hawking religious wares.

At night, **Kerem** spends his evenings in the warm glow of the **Shanty Town** area of **Town Square.**

Background

The product of a caravan liaison, **Kerem** has never had much of an aptitude for anything too complex; even sports eluded him from an early age. In his teenage years, he joined various religions and cults in his travels, and immediately took to the concept—not as an adherent, but as one who sees the power such factions wield over the minds and souls (and purses!) of their fellow man.

As he could not stomach devoting his life to any established sect, his first thought was to form his own religion. This proved to be quite a bit more challenging than he had anticipated, however. He found, though, that he can be fairly influential, particularly to those whose hearts were already open to a religion.

One day, a street vendor offered to sell him a religious icon—a shabby thing, wooden and worn, discarded or lost from someone's pocket. The idea struck him that although he may not be suited for the life of priests, he could still take advantage of their followers, and so he established his traveling store for religious paraphernalia.

In the Obelisk Attack

One has to admire the tenacity: **Kerem** continues to hawk his inventory during the events of the **Eruption**, seeing it foremost as an opportunity for those truly shaken by the catastrophe to redouble their devotion, and in so doing, spend money. Unfortunately, this lust for sales drives him to ignore his own safety, and he is quickly slain by **Forces of the Obelisk**.

Conversation

What do you think of Berinncorte?

"It's a marvelous town, to have two such well-established, well-populated religions. Folk on both sides are strong in their faith, and I respect that in equal measure."

Do you know anything about the strife between Zugul and Sheergath?

"It's never a good thing—for people as well as for business!—when religion drives one man to assault another, and fortunately, though, that's not quite how things are here. Yet. Some amount of strife, some friction between sects is not a bad thing, though, wouldn't you agree? Keeps the blood up. High tempers mean good attendance at church!"

What do you think of the Mayor and the government?

"I guess they're okay? I've not had much interaction with either the Mayor or her government, I must admit."

Tell me about being a merchant of religious items.

"They say priests, elders, bishops—all those formal religious folk, they speak directly to their god, or that their god speaks through them; I suppose it varies, from sect to sect, and even from town to town sometimes. But if a priest speaks for her god, I can help folk speak directly to any god. I myself am not a **religious** man, you understand—but that doesn't mean I'm not a deeply, committed, **spiritual** man. I talk to the gods all the time. And while they may not talk back, I'm confident that they approve of the work I do, in their name, in the mortal realm, to help give them a little edge on their neighbors, up there."

Do you do any... other sorts of work on the side?

"No time for anything else! If I find myself with time on my hands, it usually means I've slackened my commitment to sales. I either bear down and try harder, or pack up and try harder in another town."

***Diplomacy** check opposed by **Kerem's Bluff check**, pursuing the above matter, or asking if he's taking advantage of people:*

"I'll admit, some folk aren't too keen on people like me profiting from religion. I've even had the odd person accuse me of taking advantage of followers of religion. I ask you, though: how am I any different from a priest, in that regard? I charge money, and provide a product, a tangible good that can be used by anyone to get closer to their god, their spiritual connection. What's the difference between what I provide, and what the High Priest provides in the church over yonder? He'll say he doesn't charge for his services, but I know better—that collection basket, those donation boxes, they're no different than my fees. Not really, when it comes down to it. At least with me, you get a physical product, and these shields, they're useful no matter of what you believe, or what god might be listening to you."

Larissa (Elder of Sheergath)

CR 3; **XP** 800

Description

Her powerful voice, her command of language, and her intimidating glare seem custom-made for her role as an elder of a Chaotic Neutral deity. She cherishes her duties and role in society, and sees her religion as a necessity, a balancing force to those (such as the **Mayor**) who would wish to control things unduly.

Appearance

A tall, slim stick-figure of a woman, **Larissa** is an imposing presence in any room. Slightly built, she has grown out her blonde hair to waist-height, and uses black dye to streak alternating strands to create a startling vertical pattern golden and black. Her face evokes her elven ancestry far more than her human, but her ears lack the graceful pointedness her race typically has.

She's well aware of the sexist perspective that many of her flock might normally have, and aware too of her un-imposing frame. Though her stentorian oration immediately nullifies any who would view her as unimportant, she nevertheless tends to arrive at the pulpit in full battle gear, wearing her entire array of weaponry.

Rumors say that once, she actually fired her crossbow in the middle of a speech, aiming it mere feet above the head of a congregant who dared to fall asleep during her preaching. Needless to say, all who attend the Temple of Sheergath now remain conscious the entire time.

Combat Tactics

Larissa is an adept tactician, and can quickly "read" a scene. She will take every advantage she can, if faced with combat; she enjoys the adrenaline rush and will view it as an opportunity to get closer to the will of her God by being a direct agent of chaos.

If in the **Temple**, she will call for **Denzys** and/or **Unglar**; if the GM has not determined their whereabouts when combat begins, there is an **80%** chance for each that they are already in the building and will come to their **Elder's** defense within **1d4** rounds.

Faced outside the **Temple**, or if confronted alone, **Larissa** will engage the highest-level PC first; if there is a tie, she will attempt to disable spellcasters first if she can.

In any scenario, she will not run or request assistance from the authorities, but if reduced to fewer than **10** hit points, she will attempt to surrender, offering anything her attackers wish if they stop their attack and help her heal. Given her lust for the extraordinary and relative lack of monetary wealth, the GM is encouraged to be creative in helping the PCs interpret what is meant by "anything"; she is after all quite closely connected with several key townsfolk, and is privy to a great many secrets.

Factions

Sheergath, God of Resigned Fate, to which an enormous **15%** of her wealth is **tributed** annually.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 13; **XP** 25,600	**CR** 16; **XP** 76,800
Sex / Race	Female Half-Elf; CN Medium humanoid (elf, human)			
Class	Ranger 1 / Cleric 3	Ranger 3 / Cleric 6	Ranger 5 / Cleric 9	Ranger 6 / Cleric 11
Initiative	-2	-2	-1	-1
Senses	**Perception** +9; **Low-Light Vision**	**Perception** +9; **Low-Light Vision**; **Aura of Chaos**	**Perception** +9; **Low-Light Vision**; **Aura of Chaos**	**Perception** +12; **Low-Light Vision**; **Aura of Chaos**
Defense				

	Low	Moderate	Advanced	Elite
Armor Class	**AC** 8, **touch** 8, **ff** 8 (-2 Dex)	**AC** 11, **touch** 8, **ff** 11 (-2 Dex, +3 studded leather armor)	**AC** 14, **touch** 9, **ff** 14 (-1 Dex, +5 *expeditious studded leather armor* +2)	**AC** 16, **touch** 9, **ff** 16 (-1 Dex, +7 *deathless studded leather armor* +4)
hp / HD	**21** (1d10)+(3d8)	**48** (3d10)+(6d8)	**61** (5d10)+(9d8)	**73** (6d10)+(11d8)
Saves	**Fort** +5, **Ref** +1, **Will** +5 +2 vs. enchantment spells and effects	**Fort** +8, **Ref** +3, **Will** +8 +2 vs. enchantment spells and effects	**Fort** +10, **Ref** +6, **Will** +9 +2 vs. enchantment spells and effects	**Fort** +12, **Ref** +9, **Will** +11 +2 vs. enchantment spells and effects
Defensive Abilities	Bit of Luck (5x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)
Offense				
Movement	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.
Attacks	**Ranged** light crossbow +1 (1d8/19-20) or **Melee** rapier +2 (1d6-1/18-20) or **Melee** masterwork silver dagger +3 (1d4-2/19-20) or **Ranged** masterwork silver dagger (thrown) +2 (1d4-2/19-20) or **Melee** shortsword +2 (1d6-1/19-20)	**Ranged** *+1 light crossbow* +6 (1d8+1/19-20) or **Melee** shortsword +6 (1d6-1/19-20) or **Melee** masterwork silver dagger +7 (1d4-2/19-20) or **Ranged** masterwork silver dagger (thrown) +6/+1 (1d4-2/19-20) or **Melee** rapier +6/+1 (1d6-1/18-20)	**Melee** rapier +10/+5/+0 (1d6-1/18-20) or **Melee** masterwork silver dagger +11 (1d4-2/19-20) or **Ranged** masterwork silver dagger (thrown) +11/+6/+1 (1d4-2/19-20) or **Melee** shortsword +10/+5/+0 (1d6-1/19-20) or **Ranged** *+1 anarchic light crossbow* +11/+6/+1 (1d8+1/19-20)	**Ranged** *+3 corrosive burst light crossbow* +16/+11/+6 (1d8+3/19-20), within 30 ft. +17/+12/+7 (1d8+4) or **Melee** shortsword +14 (1d6/19-20) or **Melee** masterwork silver dagger +15/+10/+5 (1d4-1/19-20) or **Ranged** masterwork silver dagger (thrown) +14/+9/+4 (1d4/19-20), within 30 ft. +15/+10/+5 (1d4) or **Melee** rapier +14/+9/+4 (1d6/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Fey +2, Touch of Chaos (5/day)	Fey +2, Touch of Chaos (5/day)	Fey +4, Touch of Chaos (5/day), Undead +2	Fey +4, Touch of Chaos (5/day), Undead +2
Prepared Spells	**Ranger (CL 1st):** *none* **Cleric (CL 3rd):** **2nd** – *darkness, instant armor* **1st** – *cause fear, detect law, detect undead* **0th** – *detect magic, light, read magic, resistance*	**Ranger (CL 1st):** *none* **Cleric (CL 6th):** **3rd** – *blindness/deafness, invisibility purge, magic circle against law* **2nd** – *align weapon (chaos), darkness, hold person, instant armor, protection from law (communal)* **1st** – *cause fear, detect law, detect undead, doom, protection from law* **0th** – *detect magic, light, read magic, resistance*	**Ranger (CL 5th):** **1st** – *entangle, longshot* **Cleric (CL 9th):** **5th** – *command (greater), dispel law* **4th** – *chaos hammer, inflict critical wounds, magic weapon (greater)* **3rd** – *blindness/deafness, cure serious wounds, invisibility purge, magic circle against law* **2nd** – *align weapon (chaos), darkness, hold person, instant armor, protection from law (communal)* **1st** – *cause fear, detect law, detect undead, doom, hide from undead, protection from law* **0th** – *detect magic, light, read magic, resistance*	**Ranger (CL 6th):** **1st** – *entangle, longshot* **Cleric (CL 9th):** **5th** – *command (greater), dispel law, inflict light wounds (mass)* **4th** – *chaos hammer, inflict critical wounds, magic weapon (greater), summon monster IV* **3rd** – *blindness/deafness, cure serious wounds, invisibility purge, magic circle against law* **2nd** – *align weapon (chaos), darkness, hold person, instant armor, protection from law (communal)* **1st** – *cause fear, detect law, detect undead, doom, hide from undead, protection from law* **0th** – *detect magic, light, read magic, resistance*
Statistics				

	Low	Moderate	Advanced	Elite
Ability Scores	**Str** 9, **Dex** 7, **Con** 11, **Int** 12, **Wis** 15, **Cha** 19	**Str** 9, **Dex** 7, **Con** 11, **Int** 12, **Wis** 15, **Cha** 20	**Str** 9, **Dex** 8, **Con** 11, **Int** 12, **Wis** 15, **Cha** 19	**Str** 10, **Dex** 8, **Con** 11, **Int** 12, **Wis** 15, **Cha** 19
Core Attack	**Base Atk** +3; **CMB** +2; **CMD** 10	**Base Atk** +7; **CMB** +6; **CMD** 14	**Base Atk** +11; **CMB** +10; **CMD** 19	**Base Atk** +14; **CMB** +14; **CMD** 23
Feats	Skill Focus (Bluff), Sociable, Stealthy	Betrayer, Endurance, Persuasive, Quick Draw, Rapid Reload (Crossbow (Light)), Skill Focus (Bluff), Sociable, Stealthy	Betrayer, Endurance, Persuasive, Quick Draw, Rapid Reload (Crossbow (Light)), Rhetorical Flourish, Skill Focus (Bluff, Diplomacy), Sociable, Stealthy	Betrayer, Crossbow Mastery, Endurance, Lightning Reflexes, Persuasive, Point-Blank Shot, Quick Draw, Rapid Reload (Crossbow (Light)), Rhetorical Flourish, Skill Focus (Bluff, Diplomacy), Sociable, Stealthy
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +7, Climb +3, Craft (Untrained) +1, Diplomacy +4, Disable Device +2, Disguise +6, Fly -2, Handle Animal +8, Heal +7, Intimidate +9, Perception +9, Perform (Untrained) +4, Ride +2, Sense Motive +8, Survival +2, Swim -1	Acrobatics -4, Appraise +1, Artistry +1, Bluff +8, Craft (Untrained) +1, Diplomacy +19, Disguise +7, Escape Artist -3, Fly -5, Handle Animal +9, Heal +7, Intimidate +19, Perception +9, Perform (Untrained) +5, Ride -1, Sense Motive +14, Stealth -3, Survival +2, Swim -4	Acrobatics -3, Appraise +1, Artistry +1, Bluff +8, Craft (Untrained) +1, Diplomacy +32, Disable Device +1, Disguise +7, Escape Artist -2, Fly -4, Handle Animal +9, Heal +7, Intimidate +26, Knowledge (Religion) +15, Perception +9, Perform (Untrained) +5, Sense Motive +19, Stealth -2, Survival +2, Swim -4	Acrobatics -3, Appraise +1, Artistry +1, Bluff +8, Climb +1, Craft (Untrained) +1, Diplomacy +35, Disable Device +2, Disguise +7, Escape Artist -2, Fly -4, Handle Animal +9, Heal +7, Intimidate +29, Knowledge (Religion) +18, Perception +12, Perform (Untrained) +5, Sense Motive +22, Stealth -2, Survival +2, Swim -3
Languages	Common, Elven, Goblin			
Special Qualities	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 12, 7/day), Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +5	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +8	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Chaos Blade (4 rounds, 1/day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +2, Wild Empathy +10	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Chaos Blade (5 rounds, 1/day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +3, Wild Empathy +11
Treasure	rapier; masterwork silver dagger; shortsword; cleric's vestments; light crossbow; crossbow bolts (10x) 9 gp	rapier; masterwork silver dagger; shortsword; cleric's vestments; studded leather armor; *+1 light crossbow*; crossbow bolts (10x) 34 gp; onyx pendant (61 gp)	rapier; masterwork silver dagger; shortsword; cleric's vestments; *+2 expeditious studded leather armor*; *+1 anarchic light crossbow*; crossbow bolts (10x) 12 pp; 41 gp; garnet medallion (121 gp)	rapier; masterwork silver dagger; shortsword; cleric's vestments; *+4 deathless studded leather armor*; *+3 corrosive burst light crossbow*; *+2 crossbow bolts* (10x) 39 pp; 29 gp; set of silver rings (212 gp)
Magic				

	Low	Moderate	Advanced	Elite
Spells per Day	**Ranger (CL 1st):** 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level **Cleric (CL 3rd):** 4 / 3+1 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level	**Ranger (CL 1st):** 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level **Cleric (CL 3rd):** 4 / 4+1 / 4+1 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level	**Ranger (CL 5th):** 0 / 2 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level **Cleric (CL 9th):** 4 / 5+1 / 5+1 / 3+1 / 2+1 / 1+1 / 0 / 0 / 0 DC 13 + spell level	**Ranger (CL 6th):** 0 / 2 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level **Cleric (CL 11th):** 4 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 1 / 0 / 0 DC 13 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

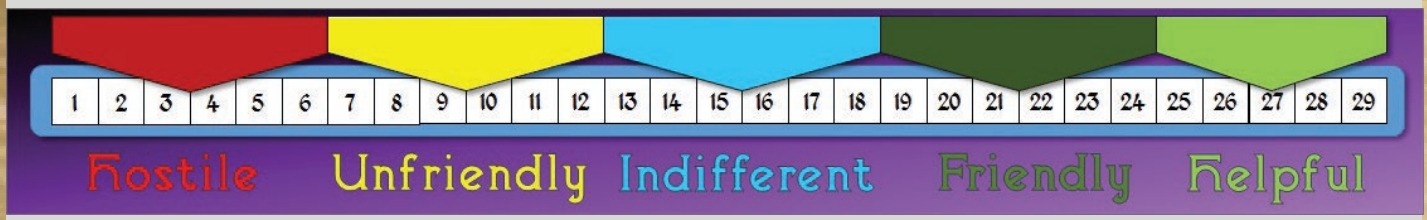


Table 55: Attitude Modifiers for Larissa

Name	Condition	Effect	Notes
Conversation	Inquire about Ginswyn.	-5	Stacks with all other Ginswyn modifiers. Since Ginswyn's holiness is a fabrication of Larissa's, she is understandably defensive about the concept. See Quest "Ginswyn, But Not Forgotten", p 200
Conversation	Discover the truth about Ginswyn's story.	**-5**	Stacks with all other Ginswyn modifiers.
Conversation	Promise to keep the truth about Ginswyn to yourselves.	**+15**	Stacks with all other Ginswyn modifiers.
Conversation	Mention the "Yelling to Yes" book (p 209) found at the Library	**+2**	-
Commerce	Try to give the "Yelling to Yes" book to Larissa	**+5**	Larissa does not suspect that, and does not care if, the book comes from the Library, and will accept it as a gift, freely given.
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers

Name	Condition	Effect	Notes
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maxi-mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Chaos (Ex) You project an overwhelming chaotic aura.

Bit of Luck (Sp) You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 5 times per day.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 8 times per day.

Chaos Blade (Su) You can give a weapon touched the Anarchic special weapon quality for 5 rounds. You can use this ability 1 times per day.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fey (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against fey. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Good Fortune (Ex) As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability 1 times per day.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Touch of Chaos (Sp) You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 5 times per day.

Track (Ex) You gain +3 to Survival checks made to follow tracks.

Undead (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+11 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Crossbow Mastery You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal. The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Rapid Reload (Crossbow (Light)) You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115) You can reload your chosen type of weapon quickly. The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. [Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm. [Special] You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Rhetorical Flourish You rapidly change topics and employ confusing rhetoric to distract people from your true intent. When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature. Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

Skill Focus (Bluff, Diplomacy) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Sociable You have a way of helping others to get along. As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Diplomacy checks for a number of rounds equal to your Charisma modifier (minimum 1 round).

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Habits and Logistics

During daylight hours, **Larissa** will usually (**70%**) be in the **Sheergath Temple**, tending to the business of the church, delivering sermons, and so on. The remainder of the time, she will be in the **Town Square**, purchasing supplies or personal items, meeting people, casually proselytizing, and being among the people, as it were.

At night, there is a variety of places **Larissa** could be. **40%** of the time, she'll be in the **Tavern**; **15%** of those times, she will end up in bed with **Jozan**, who comps her his typical rate. Neither enjoys the other for anything more than

the physical act in which they partake, and **Larissa** leaves the **Inn** shortly afterward.

Instead of the **Tavern**, 30% of the time, she'll be in the **Temple**, still, either delivering an after-hours sermon, meeting with congregants in small groups, or meeting with her colleagues of the faith to plan future events.

The remainder of the time (30%), the GM is encouraged to place her anywhere at all. Between her exploits, her chaotic nature, and her self-styled role of a clerical leader who embraces the opportunity to walk among her flock, she has reason and motive to be anywhere at all in **Berinncorte** on a given night.

Background

Larissa never knew her parents; she was raised first by clerics in a temple. At age 8, she ran away from what she at the time called their "clutches", and tried to make her way as a beggar, and then a mercenary, then an entertainer... and then, when it became apparent she was too young for anyone to take her seriously in those capacities, she simply foraged for wildlife and flitted in and out of cities until she grew older.

In her teenage years, she returned to city life, drawn to the hum and bustle of people and their business. One day, as thunderstorms grew near, she sought shelter in the nearest building... which happened to be a temple of **Sheergath**.

Transfixed, she spent the next hour listening to the sermon and feeling as though she had finally stumbled upon a place of true knowledge, of true wisdom. **Larissa** spent more and more time at the temple, joining their ranks officially a year later, and rising through the clerical ranks as they taught and fed and clothed her.

When the faction had assembled sufficient capital to construct a new temple in **Berinncorte**, the elders promoted **Larissa** and tasked her with guiding the new flock. She has flourished ever since, in the position of authority and guidance and chaos she feels she was born to fulfill.

In the Obelisk Attack

At first, **Larissa** believes the **Eruption** to be a sign of **Sheergath** herself, entering the mortal realm. As she walks from the **Temple** to the **Town Square**, however, she is attacked by one of the monstrosities that the eruption has called forth; stunned and bleeding, she draws her crossbow and fights back with a vicious zeal.

Conversation

What do you think of Berinncorte?

"Good people who work hard, that's what comprises most of the city. A few elites, snobs, at the top of the food chain look down on us common folk, but we've a message for them: your time will come, and right soon."

Do you know anything about the strife between Zugul and Sheergath?

"Are you being serious? Yes. Yes, I'm more than a bit aware that right across town, there's a church of a god whose beliefs and false preachings run counter to everything we hold dear and know to be true. Yes, I'm aware that church is linked so closely to the Mayor and her government that they might as well be one and the same. And yes, I'm painfully aware that the Militia runs rampant across the already-downtrodden citizens of Berinncorte in the name of nebulous and unchasable concepts like 'peace' and 'order'."

What do you think of the Mayor and the government?

"She's little more than a tool of Cannock and those law-followers." *She spits the phrase through her teeth as though it were rotten.* "They're so in league, I can't believe they have the gall to claim they're independent from one another. Those who claim Symms has done anything about maintaining law are full of pigslop—there's crime, all the time. Oppression is worse than the occasional mugging!"

Tell me about being an Elder of the faith.

"It's what I was born to do." *She smiles so broadly and so genuinely that you feel a bit stunned, for a moment.* "Standing in front of a bunch of people who come to me to gain a better understanding of their lives? And the lives of others? And I get to tell them what I feel? There's no glory better than that. It helps that it's true, and I'm preaching what *really is*, and that Sheergath is a vehicle of mankind's true form, chaos, that we're all just here to flail away as best we can, and any imposition of order or law or rule beyond that is simply a travesty, a façade, built by those in power to keep it... that's all just a bonus."

Do you do any... other sorts of work on the side?

"Is that a proposition?" *She asks with a wicked grin, not unkindly. (Note that she gives this response regardless of the race, gender, or Charisma of the PC who is inquiring.)*

***Diplomacy** check opposed by **Larissa's Bluff** check, continuing any of the above questions:*

"I'm not one to wish woe upon my fellow man. Not unless he's earned it, you understand. But chaos is the nature of life; there's no way to see things otherwise. If you choose to try to constrain people into law, into order, into your own personal, deluded sense of what is right... well, they're going to fight you for it, make no mistake. It's people's nature. It's in their souls, not to be controlled. Wouldn't you agree?"

***Who was Ginswyn?** (see **"Urn"** on the rooftop of the **Sheergath Temple**)*

"How do you come by that name? I've not used it in some time, in my sermons, and it's hardly commonplace. Ginswyn was a follower of Sheergath, who died in defense of her beliefs, years ago. The only place you'd be able to see her name is... have you been prying about the rooftops of the Temple, now?"

***Diplomacy** or **Sense Motive** check opposed by **Larissa's Bluff** check, pressing the matter of **Ginswyn**:*

"In truth, Ginswyn was a friend of mine. A childhood friend. She... she died. Senselessly, stupidly. We were playing, running along fields and climbing rocks, and she fell, hit her head. She was dead on the spot. I cried for an hour before I took up the courage to run back home and tell my parents. Tragic... and eventually, inspirational; in my grief thereafter, I learned that whatever the gods may claim, the pantheon that looks down from on high is, as a collective, truly chaotic. So why waste time worshipping gods who claim they represent otherwise?" *The faraway look in her eyes subsides.* "Now you know. And although it's a falsehood, it's a truthful one—she did exist, she did die, and she is a defender, a champion, of Sheergath. For all I know, Sheergath Herself took her, as means of helping me find my

faith. So it's not too much of a subterfuge. I'd ask that you keep my secret, so she may continue to inspire others of my flock."

Lingona (Bard)

CR 2; **XP** 600

Description

Lingona is a vibrant, free soul, born to bard. She lives for excitement, experience, and interacting with interesting people. Her lover, **Phadian Gess**, is of similar perspective, though of more criminal bent. It was he who talked her into their current coordinated racket of distraction and robbery.

Appearance

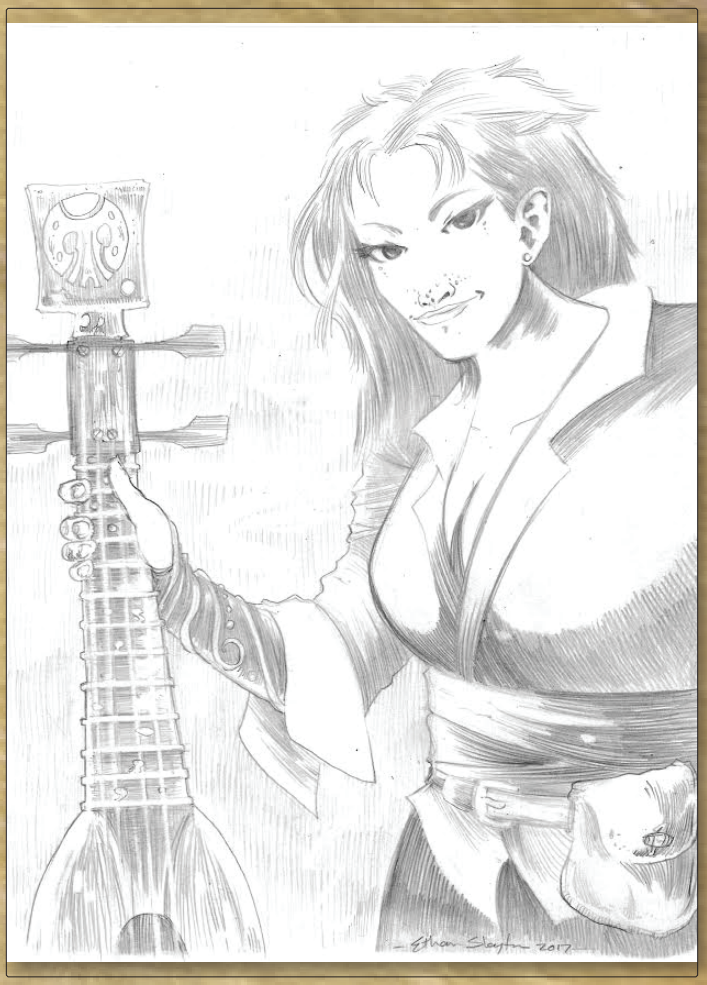
She dresses in comfortable, loose-fitting tops that tend to show plenty of cleavage, and men's trousers a size or two too large. **Lingona** is an entertainer, but also an opportunist; she dresses for comfort and flow, but also because it's easier to conceal weapons and stolen items. She's somewhat short in stature, but her personality fills the room when she turns on the charm.

Combat Tactics

Lingona is no militant, but fortunately, her skills as bard and her position as entertainer in the **Leaky Cask Tavern** provide her with tools to escape should battle come a-calling. Her first priority is fleeing safely; second far behind that is ensuring that **Phadian** also escapes. Tied for second is holding onto whatever illicitly-acquired goods likely were cause for the combat to have started.

Factions

She's a proud member of **Katkalls**, to which a full **5%** of her wealth is **tributed** each year.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 11; **XP** 19,200	**CR** 15; **XP** 51,200
Sex / Race	Female Human; CN Medium humanoid (human)			
Class	Bard 3	Bard 7	Bard 12	Bard 16
Initiative	**+2**	**+2**	**+2**	**+2**
Senses	**Perception** +1	**Perception** +1	**Perception** +20	**Perception** +22
Defense				
Armor Class	**AC** 14, **touch** 13, **ff** 11 (+2 Dex, +1 dodge, +1 padded armor)	**AC** 16, **touch** 13, **ff** 13 (+2 Dex, +1 dodge, +3 studded leather armor)	**AC** 19, **touch** 13, **ff** 16 (+2 Dex, +1 dodge, +6 *studded leather armor +3*)	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +1 dodge, *+7 brawling studded leather armor +4*)
hp / HD	**12** (3d8)-3	**31** (7d8)	**48** (12d8)	**59** (16d8)
Saves	**Fort** +0, **Ref** +5, **Will** +4 +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +2, **Ref** +7, **Will** +6 +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +4, **Ref** +10, **Will** +9 +4 vs. Bardic Performance, sonic, and language-dependent effects	**Fort** +7, **Ref** +12, **Will** +11 +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	**Speed** 35 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** rapier +3 (1d6+1/18-20) or **Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4+1/19-20)	**Melee** dagger +6 (1d4/19-20) or **Ranged** dagger (thrown) +7 (1d4+1/19-20) or **Melee** *+1 rapier* +7 (1d6+2/18-20)	**Melee** dagger +10 (1d4/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+1/19-20) or **Melee** *+2 shocking rapier* +12/+7 (1d6+3+1d6 **electricity**/18-20)	**Melee** dagger +13 (1d4/19-20) or **Ranged** dagger (thrown) +14/+9/+4 (1d4+1/19-20) or **Melee** *+3 shocking burst rapier* +16/+11/+6 (1d6+4+1d6 **electricity**/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion
Prepared Spells	**Bard (CL 3rd):** **1st (4x/day)**– *adoration, cause fear, charm person, dancing lantern* **0th (at will)**– *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*	**Bard (CL 7th):** **3rd (2x/day)** – *blink, confusion* **2nd (4x/day)** – *calm emotions, daze monster, distracting cacophony, distressing note* **1st (5x/day)**– *adoration, cause fear, charm person, confusion (lesser), dancing lantern* **0th (at will)**– *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*	**Bard (CL 12th):** **4th (4x/day)** – *daze (mass), hallucinatory terrain, rainbow pattern, shocking image* **3rd (5x/day)** – *blink, confusion, invisibility sphere, major image* **2nd (6x/day)** – *calm emotions, daze monster, distracting cacophony, distressing note, fumble* **1st (7x/day)**– *adoration, cause fear, charm person, confusion (lesser), dancing lantern, magic mouth* **0th (at will)**– *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*	**Bard (CL 16th):** **6th (1x/day)** – *getaway, irresistible dance* **5th (4x/day)** – *mind fog, resonating word, stunning finale, suggestion (mass)* **4th (5x/day)** – *daze (mass), freedom of movement, hallucinatory terrain, rainbow pattern, shocking image* **3rd (6x/day)** – *blink, charm monster, confusion, invisibility sphere, major image* **2nd (6x/day)** – *cacophonous call, calm emotions, daze monster, distracting cacophony, distressing note, fumble* **1st (7x/day)**– *adoration, cause fear, charm person, confusion (lesser), dancing lantern, magic mouth* **0th (at will)**– *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*
Statistics				
Ability Scores	**Str** 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18	**Str** 12, **Dex** 14, **Con** 10, **Int** 10, **Wis** 13, **Cha** 18	**Str** 12, **Dex** 14, **Con** 10, **Int** 10, **Wis** 13, **Cha** 20	**Str** 12, **Dex** 14, **Con** 10, **Int** 10, **Wis** 13, **Cha** 21
Core Attack	**Base Atk** +2; **CMB** +3; **CMD** 16	**Base Atk** +5; **CMB** +6; **CMD** 19	**Base Atk** +9; **CMB** +11; **CMD** 23	**Base Atk** +12; **CMB** +14 (+16 vs. grapple); **CMD** 26
Feats	Deceitful, Dodge, Fleet	Deceitful, Dodge, Fleet, Lingering Performance, Persuasive	Agile Maneuvers, Alertness, Deceitful, Dodge, Fleet, Lingering Performance, Persuasive	Agile Maneuvers, Alertness, Deceitful, Dodge, Fleet, Great Fortitude, Lingering Performance, Persuasive, Run

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +14, Climb +1, Diplomacy +10, Diplomacy (Perform (String Instruments)) +14, Disguise +12, Escape Artist +2, Fly +2, Heal +1, Intimidate +4, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Untrained) +1, Perception +1, Perform (String Instruments) +14, Perform (Untrained) +6, Ride +2, Sense Motive +1, Stealth +2, Survival +1, Swim +1	Acrobatics +8, Acrobatics (Perform (Dance)) +6, Bluff +14, Bluff (Perform (String Instruments)) +18, Diplomacy +14, Diplomacy (Perform (String Instruments)) +18, Disguise +14, Escape Artist +1, Fly +1, Fly (Perform (Dance)) +6, Heal +1, Intimidate +14, Knowledge (History) +13, Knowledge (Local) +13, Knowledge (Untrained) +3, Perception +1, Perform (String Instruments) +18, Perform (Untrained) +6, Ride +1, Sense Motive +11, Stealth +1, Survival +1	Acrobatics +9, Acrobatics (Perform (Dance)) +7, Bluff +19, Bluff (Perform (Comedy)) +7, Bluff (Perform (String Instruments)) +24, Climb +1, Diplomacy +19, Diplomacy (Perform (String Instruments)) +24, Disguise +15, Escape Artist +2, Fly +2, Fly (Perform (Dance)) +7, Heal +1, Intimidate +18, Intimidate (Perform (Comedy)) +7, Knowledge (History) +19, Knowledge (Local) +19, Knowledge (Untrained) +6, Perception +20, Perform (String Instruments) +24, Perform (Untrained) +7, Ride +2, Sense Motive +20, Stealth +2, Survival +1, Swim +1	Acrobatics +11, Acrobatics (Perform (Dance)) +7, Bluff +26, Bluff (Perform (Act)) +7, Bluff (Perform (Comedy)) +7, Bluff (Perform (String Instruments)) +28, Climb +1, Diplomacy +26, Diplomacy (Perform (String Instruments)) +28, Disguise +16, Disguise (Perform (Act)) +7, Escape Artist +2, Fly +2, Fly (Perform (Dance)) +7, Heal +1, Intimidate +23, Intimidate (Perform (Comedy)) +7, Knowledge (History) +24, Knowledge (Local) +24, Knowledge (Untrained) +8, Perception +22, Perform (String Instruments) +28, Perform (Untrained) +7, Ride +2, Sense Motive +24, Stealth +2, Survival +1, Swim +1
Languages	Common			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Lore Master, Skilled, Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Comedy), Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Inspire Greatness, Inspire Heroics, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed
Treasure	rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin **34 sp; 18 cp**	*+1 rapier*; dagger; studded leather armor; entertainer's outfit; masterwork mandolin **8 gp; 60 sp; 100 cp**	*+2 shocking rapier*; dagger; *+3 studded leather armor*; entertainer's outfit; masterwork mandolin **4 pp; 17 gp**	*+3 shocking burst rapier*; dagger; *+4 brawling studded leather armor*; entertainer's outfit; masterwork mandolin **11 pp; 61 gp**
Magic				

	Low	Moderate	Advanced	Elite
Spells per Day	**Bard (CL 3rd):** 0/4/0/0/0/0/0/0/0 DC 15+spell level	**Bard (CL 7th):** 0/5/4/2/0/0/0/0/0 DC 15+spell level	**Bard (CL 12th):** 0/7/6/5/4/0/0/0/0 DC 16+spell level	**Bard (CL 16th):** 0/7/6/6/5/4/1/0/0 DC 16+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

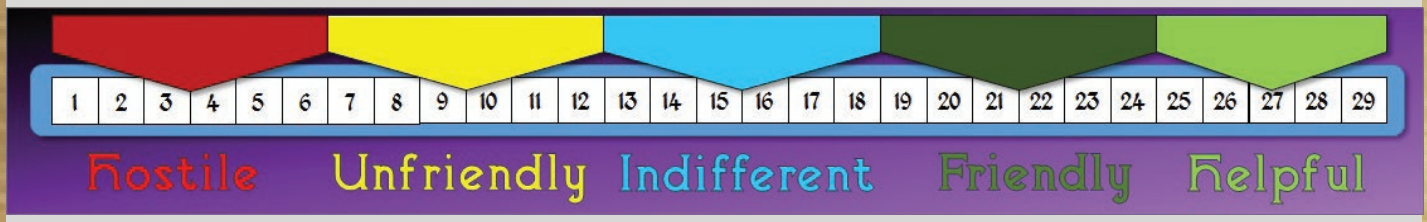


Table 56: Attitude Modifiers for Lingona

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maxi-mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +8 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 39 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Feat Humans select one extra feat at 1st level.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 6 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 23) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 23) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 3 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Inspire Heroics (Su) You can inspire tremendous heroism in yourself or up to 1 allies within 30 feet. To inspire heroics, all of the targets must be able to see and hear you. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness your performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained. You considers all skills to be

class skills.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 16). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Known Spells

Bard:
0th - *Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Summon Instrument*

1st - *Adoration, Cause Fear, Charm Person, Confusion (Lesser), Dancing Lantern, Magic Mouth*

2nd - *Cacophonous Call, Calm Emotions, Daze Monster, Distracting Cacophony, Distressing Tone, Fumble*

3rd - *Blink, Charm Monster, Confusion, Invisibility Sphere, Major Image*

4th - *Daze, Mass, Freedom of Movement, Hallucinatory Terrain, Rainbow Pattern, Shocking Image*

5th - *Mind Fog, Resonating Word, Stunning Finale, Suggestion (Mass)*

6th - *Getaway, Irresistible Dance*

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Habits and Logistics

During daylight hours, **Lingona** will typically be sleeping in her tent in the **Town Square**, or outside the city proper.

At night, she will be either performing for an audience in the **Town Square** (35%), at an event or party outside the city (25%), or more than likely (45%), in the **Leaky Cask Tavern**, where on any given evening, she may (25%) team up with **Phadian Gess** to perform and steal (see event **RTE-9: Impromptu Performance**).

Background

Lingona was the child of a bard in a caravan and a one-time tryst with a caravan guard. Her mother raised her in the caravan, training her in her craft and introducing her to the realm. Her mother travels still, and will stop by **Berinncorte** to visit her daughter when trade takes her close by.

In the Obelisk Attack

The bard is performing at the **Leaky Cask Tavern** for a very slim audience, trying out new material against the low-risk small batch of clientele. When the disaster strikes, she runs away quickly; her lover **Phadian Gess** attempts to follow, but

monsters pick him apart as **Lingona** is forced to watch from afar. She does what she can to fight back, but it's rapidly clear that she is outmatched, and she must flee the scene, tears in her eyes.

Conversation

What do you think of Berinncorte?

"Lovely town. I've seen bigger, nicer, more cultured, sure. But Berinncorte's a nice balance of it all."

Do you know anything about the strife between Zugul and Sheergath?

"I don't dabble deeply in faith; it's hard to put much stock in such as you can't see or hear or touch. But as a performer, well... it's hard to side with Zugul, if there is conflict to be had. Folks are chaotic, no question about that. Just come to the Cask toward closing, most nights; you'll see how much law and order will get you!"

What do you think of the Mayor and the government?

"Symms is no fine supporter of the arts, as it were, but she stays out of my way, and I out of hers. Never met the woman, but I've seen her about. Seems uppity, to me; you ask me, what that lady needs is a good night of drinking and dancing to loosen her up a bit."

Tell me about being a bard.

"Entertainment artisan, I should call it; that's how the Katkalls tell it, anyway. But call me anything you like, so long as you leave some silver in my palm. It's a grand trade; no other encourages you to hoot and holler and cavort so. I can't imagine doing anything else, to tell you straight, and I'm glad of being able to make a living in so doing."

Do you do any... other sorts of work on the side?

"If I catch your drift right, you'll be wanting to ask Jozan that question, I should think. I'm a performer, and that's all, no matter how much gold is on offer, I'll have you know."

***Diplomacy** check opposed by **Lingona's Bluff** check, pursuing either of the above two questions:*

"All gypsies are thieves, is that it? Well, I'll have you know I'm no stranger to the dicier aspects of tavern life. I've been known to steal from the rich and give to the poor—the 'poor' being defined herein as myself, naturally. But I only ever do it when I need money, you understand. Only then."

Amadan (Militia Armsmaster)

CR 2; **XP** 600

Description

Amadan is a mysterious figure.

To most in the **Militia**, he is a wise, but mute, armsmaster, a man who collects jewels, both as trinkets, and as payment for favors from those who know (or suspect) he knows quite a bit more than he lets on. Whether it's information, connections, or rarities, **Berinncorte's** armsmaster has a whispered reputation as a guy who can make sure you get what you need.

To a very, very few who know the truth, however: ***she*** is a master of intelligence, with spies and agents in every corner of the city... and far beyond it. **Amadan** well knows, firsthand, the unfortunate difference in perspective many folk give a woman, and chooses to remain androgynous; as she is mute, and in a position of militant authority, those who deal with her generally assume she is a man.

She has found this mistake to be to her ultimate advantage in any number of ways.

Her position as Armsmaster allows her the pick of equipment, and between her muteness and her reputation, none challenge that she might deserve the best arms and armor the Militia comes across.

Appearance

Amadan seems to always wear studded leather armor and full combat gear. She wears a hooded cloak with myriad pockets within; rumors joke that she has everything you could want in that cloak, for the right price.

Her half-elven nature plays to her androgynous advantage: high cheekbones and feminine features are common among both sexes. Her **Charisma** is one of presence and of stature, not necessarily of beauty, but as she rarely takes any effort to accentuate her natural features via makeup or clothing, it's difficult to say for certain. Her shortswords swing in sheaths to either side, and an array of daggers nestle in bandoliers across her chest.

Her eyes are a dull gray, like the sea at midnight; at times they capture and throw back elements of the color of her surroundings. This has an unsettling, intimidating effect to most who glimpse it.

Combat Tactics

The half-elven armsmaster dual-wields shortswords in preference to all other forms of combat. If she begins combat out of melee, she will open with tossed daggers, closing quickly to the largest and seemingly least dexterous opponent.

Amadan knows a great deal, controls much, and has a lot on her mind and in her grasp—on top of being a woman in what can be a man's position. She will attack the moment she calculates it is necessary, and not an instant before, using her speed and versatility to catch her would-be assailants off-guard.

Although rumor speculates that she might be faking it, her muteness is indeed real, and so calling for aid is difficult; if faced with an overwhelming adversary, she will try and maneuver elsewhere so the commotion draws others near. Such are her dealings far and wide with many forms of citizen that nearly anyone would come to her aid; if she is part of a fight in any public location, or in the **Garrison/Barracks**, there is a cumulative **15%** chance (i.e., **15%** chance the first round, **30%** chance the second, and so on) that **1d4+2 Townsfolk** come to her defense.

Factions

Berinncorte Militia, as their armsmaster. Were she not mute—and were she forthright about it—**Amadan** would say that ultimately, she serves the realm entire.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Female Half-Elf; LN Medium humanoid (elf, human)			
Class	Fighter 2 / Rogue 1	Fighter 4 / Rogue 2	Fighter 10 / Rogue 4	Fighter 12 / Rogue 6
Initiative	**+2**	**+3**	**+7**	**+7**
Senses	**Perception** +7; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**	**Perception** +18; **Low-Light Vision**	**Perception** +22; **Low-Light Vision**

	Low	Moderate	Advanced	Elite
Defense				
Armor Class	**AC** 17, **touch** 13, **ff** 14 (+2 Dex, +1 dodge, +3 studded leather armor)	**AC** 19, **touch** 14, **ff** 15 (+3 Dex, +1 dodge, +5 *studded leather armor* +2)	**AC** 21, **touch** 15, **ff** 21 (+3 Dex, +1 dodge, +7 *studded leather armor of deflection* +3); Combat Expertise; Two-Weapon Defense	**AC** 21, **touch** 14, **ff** 21 (+3 Dex, +1 dodge, +6 *expeditious studded leather armor* +3; +1 misc); Combat Expertise; Two-Weapon Defense
hp / HD	**17** (2d10)+(1d8)	**42** (4d10)+(2d8)	**107** (10d10)+(4d8)+8	**124** (12d10)+(6d8)+12
Saves	**Fort** +3, **Ref** +4, **Will** -1; +1 Will vs. fear; +2 vs. enchantment spells and effects	**Fort** +4, **Ref** +7, **Will** +0; +1 Will vs. fear; +2 vs. enchantment spells and effects	**Fort** +10, **Ref** +12, **Will** +5; +3 Will vs. fear; +2 vs. enchantment spells and effects; +1 Reflex to avoid traps	**Fort** +12, **Ref** +14, **Will** +7; +3 Will vs. fear; +2 vs. enchantment spells and effects; +2 Reflex to avoid traps
Defensive Abilities	-	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** shortsword (2x) +4 (1d6/19-20) or **Melee** dagger +4 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20)	**Melee** +2 *shortsword* (2x) +11 (1d6+2/19-20) or **Melee** dagger +8 (1d4/19-20) or **Ranged** dagger (thrown) +8 (1d4/19-20)	**Melee** +2 *flaming shortsword* +21 (1d6+5/19-20) or **Melee** +2 *frost shortsword* +21/+16/+11 (1d6+5/19-20) or **Melee** dagger +19/+14/+9 (1d4+4/19-20) or **Ranged** dagger (thrown) +19/+14/+9 (1d4+4/19-20)	**Melee** +3 *flaming shortsword* +26/+21/+16/+11 (1d6+6/19-20) or **Melee** +3 *frost shortsword* +26/+21 (1d6+6/19-20) or **Melee** dagger +22/+17/+12/+7 (1d4+4/19-20) or **Ranged** dagger (thrown) +22/+17/+12/+7 (1d4+4/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6
Statistics				
Ability Scores	**Str** 11, **Dex** 15, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16	**Str** 11, **Dex** 16, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16	**Str** 13, **Dex** 16, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16	**Str** 13, **Dex** 17, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 15	**Base Atk** +5; **CMB** +5; **CMD** 19	**Base Atk** +13; **CMB** +14; **CMD** 29	**Base Atk** +16; **CMB** +17; **CMD** 31
Feats	Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Combat Expertise, Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))	Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Feint, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))	Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Weapon Focus (Sword (Short)), Great Fortitude, Improved Initiative, Improved Two-Weapon Feint, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Feint, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +1, Appraise +2, Artistry +2, Bluff +8, Climb -1, Craft (Untrained) +2, Diplomacy +3, Disable Device +7, Disguise +3, Escape Artist +6, Fly +1, Heal -1, Intimidate +8, Perception +7, Perform (Untrained) +3, Profession (Soldier) +6, Ride +1, Sense Motive -1, Sleight of Hand +6, Stealth +7, Survival +3, Swim -1	Acrobatics +3, Appraise +2, Artistry +2, Bluff +11, Craft (Untrained) +2, Diplomacy +3, Disable Device +11, Disguise +3, Escape Artist +9, Fly +3, Heal -1, Intimidate +11, Perception +10, Perform (Untrained) +3, Profession (Soldier) +11, Ride +3, Sense Motive -1, Sleight of Hand +9, Stealth +11, Survival +4	Acrobatics +3, Appraise +2, Artistry +2, Bluff +16, Climb +1, Craft (Untrained) +2, Diplomacy +3, Disable Device +18, Disguise +3, Escape Artist +12, Fly +3, Heal -1, Intimidate +16, Perception +18, Perform (Untrained) +3, Profession (Soldier) +22, Ride +3, Sense Motive -1, Sleight of Hand +12, Stealth +16, Survival +8, Swim +1	Acrobatics +3, Appraise +2, Artistry +2, Bluff +20, Climb +1, Craft (Untrained) +2, Diplomacy +3, Disable Device +23, Disguise +3, Escape Artist +12, Fly +3, Heal -1, Intimidate +20, Perception +22, Perform (Untrained) +3, Profession (Soldier) +26, Ride +3, Sense Motive -1, Sleight of Hand +16, Stealth +20, Survival +8, Swim +1
Languages	Common, Dwarven, Elven, Gnome			
Special Qualities	Adaptability, Bonus Feats, Bravery, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Observer, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Observer, Elf Blood, Elven Immunities, Hard to Fool, Keen Senses, Low-Light Vision, Multitalented, Trapfinding, Weapon Training	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Observer, Elf Blood, Elven Immunities, Hard to Fool, Iron Guts, Keen Senses, Low-Light Vision, Multitalented, Trapfinding, Weapon Training
Treasure	shortsword (2x); studded leather armor; dagger (4x) **61 gp**	*+2 shortsword* (2x); *+2 studded leather armor*; dagger (4x) **34 pp; 180 gp**	*+2 flaming shortsword*; *+2 frost shortsword; +3 studded leather armor of deflection (+1 AC)*; dagger (4x) **81 pp; 200 gp**	*+3 flaming shortsword*; *+3 frost shortsword; +3 expeditious studded leather armor*; dagger (4x) **100 pp; 500 gp**

Attitude Tracker

Starting Attitude: 19 (Friendly)

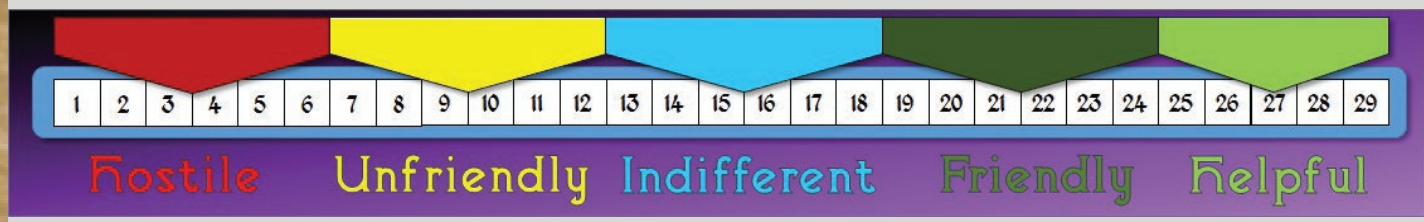


Table 57: Attitude Modifiers for Amadan

Name	Condition	Effect	Notes
Commerce	Give Amdan gemstones	+1 per full 100 gp of value	Maximum effect +5 for 500 gp of value
Conversation	Ask anything related to how she manages her job while mute (politely)	**+1**	-
Conversation	Offer to help in any manner	**+1**	Maximum effect +1
Converation	Party shares any Rumors or Tales they have heard	**+1 per rumor shared**	Maximum effect +5
Conversation	Criticize her for her muteness	**-2**	-

Name	Condition	Effect	Notes
Conversation	Discover her true sex, and confront her about it	**-3**	-
Conversation	Discover her true sex, and try to use it as blackmail against her (this will not succeed)	**-10**	-
Conversation	Discover her true sex, but promise to keep her secret	**+4**	-
Extant	Party contains anyone with language difficulty or impairment	**+5**	-
Conversation	Engage in conversation	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces re-sults (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus

allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Hard to Fool (Ex) Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Iron Guts (Ex) A rogue with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the rogue to be nauseated or sickened.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 3d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Thrown Weapons +1

Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Weapon Focus (Sword (Short)) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Feint Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses. While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Profession (Soldier)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Feint You use one weapon to distract your enemy while slipping another past his defenses. While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Amadan** will be in the **Garrison/Barracks**, tending to her duties as armsmaster.

At night, she will be asleep in common soldiers' quarters some of the time (**25%**). The remainder of the time, she will be out and about, and none know where she goes on these sojourns. During these trips, she is almost always checking in with contacts and spies all over the city, and beyond its walls. She communicates across longer distances via messenger pigeon, of which she has an entire cage not too far away from the city. In the evening, the GM is encouraged to "place" her anywhere if necessary.

Background

Amadan was raised in a verbally abusive, lower-class household. She soon learned that whatever twist of fate, genetic anomaly, or mistake of the gods had gifted her with intelligence and skill far beyond her parentage, it sure didn't plan for her to apply these advantages by staying there.

She ran away from home when she was ten, seeking her fortune on the open road. Her adolescent adventures could populate a separate Adventure Path, but suffice it to say that she saw much, learned more, and suffered greatly. At age 35, a few years ago, she came out of her journeys both lacking gold and a tongue, and took up her position as Armsmaster as a means of settling down and staying safely in one place for a period.

She got bored in a month, and swiftly spun up her current reputation, seeding and growing her network of informants and rumor-mongers in ways both straightforward and sinister.

No matter her background or methods, **Amadan** believes that her efforts are toward the benefit of the whole realm, keeping it on a safe path, and minimizing mankind's own predilection to do itself in.

Although she has access to a wealth of knowledge, the armsmaster doesn't know the PCs, and is wary of strangers. She will share nothing at this time.

In the Obelisk Attack

Of all the citizens of **Berinncorte**, **Amadan** comes closest to seeing the **Obelisk** for what it truly is. She recognizes it from tales and lore gathered on the far side of the realm, and hunkers down in the **Garrison** to defend it. She does so well, though in truth the core of the fighting occurs elsewhere.

Conversation

Note: As **Amadan** is mute, it may be challenging to roleplay interactions with her, particularly for novice GMs. You are encouraged to mime things out as best you can, and rely on that as your main form of communication. As a shortcut, or if you would simply prefer it that way, you can mime writing supplies from the outset of the conversation, and simply scrawl your responses as though you were **Amadan**; the arms and intelligence master is of course fully literate in the languages she speaks.

Also remember that her true sex is a secret; as a result, the interactions that follow, as well as the majority of other references to **Amadan** throughout the book, are in the masculine despite her true, hidden nature.

Her responses below are suggestions as to how to try and convey them via gestures; feel free to amend as you see fit.

What do you think of Berinncorte?

Thumbs up. Shrug. Some good, some bad. Most good.

Do you know anything about the strife between Zugul and Sheergath?

Shrug. Dismissive wave.

***Sense Motive** check opposed by **Amadan's Bluff** check, pressing the above matter:*

You sense that the man definitely has an opinion on the topic, and perhaps even a stance. But whatever it is, he isn't saying.

What do you think of the Mayor and the government?

Pensive consideration. Shrug, then a begrudging, halfhearted thumbs-up.

Tell me about being an armsmaster.

Amadan grins, and draws both her shortswords in a practiced, fluid movement. Her motions imply not aggression, but showmanship. Still smiling, he twirls the blades around in his palms and sheaths them. You feel like applauding.

Do you do any... other sorts of work on the side?

Blank stare. Frown. Shake of the head.

***Sense Motive** check opposed by **Amadan's Bluff** check, pressing the above matter:*

Bobs his head in a gesture implying "a little of this, a little of that". Hand held to brow and scanning the horizon, as though searching for something. Points to own chest, makes a motion that indicates he has found it, and puts it in his pocket. Motion of giving, or returning, the found item. You believe he is trying to say that he can locate things if you're looking for them.

Maghana (Cleric of Zugul)

CR 2; **XP** 600

Description

A former adventuring companion of the High Priest, she followed **Cannock** to the town when he decided to focus on more formally ecclesiastical pursuits.

Appearance

Maghana is beautiful, but her femininity is not so overpowering that she can't mask it with clerical robes and a general state of unkemptness. She has high cheekbones, a small nose, and long light-brown hair. In her day-to-day life at the Church, she struggles between looking the part of a woman of the cloth, and appealing to **Cannock**. Although usually quite solemn, this is due to her duties and her conflicted feelings for the man with whom she works... her actual nature, however, is quite bubbly, and her broad smile is infectious.

Combat Tactics

Like **High Priest Cannock**, **Maghana** will not attack unless it is unavoidable, or if it appears that **Cannock** or any civilian innocent is threatened. In a combat situation, her first priority is to ensure **Cannock's** safety—and she will defend him to the death.

Factions

Zugul Church; second-in-command behind **Cannock**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 7; **XP** 3,200	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Female Human; LG Medium humanoid (human)			
Class	Paladin 1 / Expert 2	Paladin 4 / Expert 4	Paladin 8 / Expert 6	Paladin 11 / Expert 7
Initiative	+1	+1	+1	+2
Senses	**Perception** +2; Aura of Good	**Perception** +12; Aura of Courage; Aura of Good	**Perception** +23; Aura of Courage; Aura of Good; Aura of Resolve	**Perception** +23; Aura of Courage; Aura of Good; Aura of Justice; Aura of Resolve
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +3 studded leather armor, +2 heavy shield)	**AC** 20, **touch** 13, **ff** 18 (+1 Dex, +1 dodge, +1 deflection, +4 chain shirt, +3 *heavy wooden shield +1*)	**AC** 25, **touch** 13, **ff** 22 (+2 Dex, +1 dodge, +8 *expeditious +2 chainmail;* +4 *axiomatic heavy wooden shield +2*)
hp / HD	**16** (1d10)+(2d8)-3	**42** (4d10)+(4d8)	**75** (8d10)+(6d8)	**95** (11d10)+(7d8)
Saves	**Fort** +1, **Ref** +1, **Will** +7	**Fort** +8, **Ref** +6, **Will** +13	**Fort** +11, **Ref** +8, **Will** +18	**Fort** +14, **Ref** +10, **Will** +19
Offense				
Movement	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +3 (1d4/19-20)	**Melee** shield, heavy wooden +7 (1d4) or **Melee** alchemical silver light mace +7/+2 (1d6) or **Melee** dagger +7/+2 (1d4/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4/19-20)	**Melee** *+1 cold iron heavy mace* +13/+8/+3 (1d8+1) or **Melee** *+1 heavy wooden shield (w/+1 AC deflection bonus)* +12 (1d4) or **Melee** dagger +12/+7/+2 (1d4/19-20) or **Ranged** dagger (thrown) +13/+8/+3 (1d4/19-20)	**Melee** *+2 heavy mace of disruption* +18/+13/+8/+3 (1d8+2) or **Melee** *axiomatic +2 heavy wooden shield* +16 (1d4) or **Melee** dagger +16/+11/+6/+1 (1d4/19-20) or **Ranged** dagger (thrown) +18/+13/+8/+3 (1d4/19-20) or
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Smite Evil	Channel Positive Energy (2d6, DC 15), Smite Evil	Channel Positive Energy (4d6, DC 17), Smite Evil	Channel Positive Energy (6d6, DC 18), Smite Evil
Prepared Spells	Paladin (CL 1st) **at will -** *detect evil*	Paladin (CL 4th) **at will -** *detect evil* **1st -** *bless*	Paladin (CL 8th) **at will -** *detect evil* **2nd –** *bestow grace, weapon of awe* **1st -** *bless, protection from chaos*	Paladin (CL 8th) **at will -** *detect evil* **2nd –** *bestow grace, weapon of awe* **1st -** *bless, protection from chaos*
Statistics				
Ability Scores	**Str** 10, **Dex** 12, **Con** 9, **Int** 10, **Wis** 14, **Cha** 15	**Str** 10, **Dex** 12, **Con** 10, **Int** 10, **Wis** 14, **Cha** 16	**Str** 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 16	**Str** 10, **Dex** 14, **Con** 10, **Int** 10, **Wis** 14, **Cha** 16
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 13	**Base Atk** +7; **CMB** +8; **CMD** 18	**Base Atk** +12; **CMB** +13; **CMD** 25	**Base Atk** +16; **CMB** +18; **CMD** 29
Feats	Animal Affinity, Armor Proficiency, Light, Athletic, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Defiant Luck, Dodge, Iron Will, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Defiant Luck, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Persuasive, Simple Weapon Proficiency
Skills	Acrobatics +1, Bluff +2, Climb +4, Diplomacy +9, Disguise +2, Escape Artist +1, Fly +1, Handle Animal +8, Heal +8, Intimidate +4, Knowledge (Arcana) +1, Knowledge (Religion) +4, Perception +2, Perform (Untrained) +2, Ride +7, Sense Motive +6, Spellcraft +4, Stealth +2, Survival +4, Swim +4	Acrobatics -2, Bluff +3, Climb +2, Diplomacy +14, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +10, Heal +11, Intimidate +5, Knowledge (Arcana) +5, Knowledge (Religion) +11, Perception +12, Perform (Untrained) +3, Ride +4, Sense Motive +9, Spellcraft +4, Stealth -1, Survival +7, Swim +1	Acrobatics -2, Bluff +3, Climb +2, Diplomacy +16, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +10, Heal +19, Intimidate +5, Knowledge (Arcana) +5, Knowledge (Religion) +17, Perception +23, Perform (Untrained) +3, Ride +4, Sense Motive +13, Spellcraft +4, Stealth -1, Survival +7, Swim +1	Acrobatics -3, Bluff +3, Diplomacy +24, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +10, Heal +21, Intimidate +5, Knowledge (Arcana) +7, Knowledge (Religion) +21, Perception +27, Perform (Untrained) +3, Ride +3, Sense Motive +15, Spellcraft +4, Stealth -2, Survival +7, Swim -1
Languages	Common			

	Low	Moderate	Advanced	Elite
Special Qualities	Aura of Good, Bonus Feat, Detect Evil, Skilled	Aura of Courage, Aura of Good, Bonus Feat, Detect Evil, Divine Health, Mercy (Fatigued), Lay on Hands, Skilled	Aura of Courage, Aura of Good, Aura of Resolve, Bonus Feat, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Lay on Hands, Skilled	Aura of Courage, Aura of Good, Aura of Justice, Aura of Resolve, Bonus Feat, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Lay on Hands, Mercy (Poisoned), Skilled
Treasure	dagger; cleric's vestments; wooden holy symbol 14 sp	heavy wooden shield; alchemical silver light mace; studded leather armor; cleric's vestments; wooden holy symbol; dagger 3 gp; 27 sp	*+1 cold iron heavy mace*; *+1 heavy wooden shield (w/+1 AC deflection bonus)*; chain shirt; cleric's vestments; silver holy symbol; dagger 7 gp; 34 sp	*+2 heavy mace of disruption*; *axiomatic +2 heavy wooden shield*; *expeditious +2 chainmail*; cleric's vestments; silver holy symbol; dagger 41 gp; 69 sp
Magic				
Spells per Day	-	**Paladin (CL 4th):** 0/1/0/0/0/0/0/0/0 **DC:** 14+spell level	**Paladin (CL 8th):** 0/2/2/0/0/0/0/0/0 **DC:** 14+spell level	**Paladin (CL 11th):** 0/3/2/2/0/0/0/0/0 **DC:** 14+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

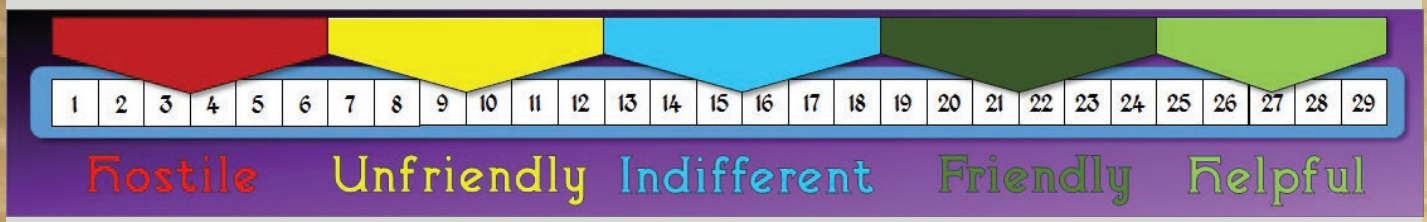


Table 58: Attitude Modifiers for Maghana

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)

Name	Condition	Effect	Notes
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smile Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 6d6 (DC 18 for half) /day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Mercy (Diseased) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 11.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 8 times per day. With one use of this ability, you can heal 5d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 5d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 11.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 4 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +11 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +22. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus

increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Defiant Luck You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature. If you are using the optional hero point system, you can also spend 1 hero point when a critical hit is confirmed against you to have the opponent reroll the critical hit confirmation roll. 1/day, after you roll a natural 1 on a saving throw or a critical hit is confirmed against you, you can either reroll that saving throw, or force the creature that confirmed the critical hit against you to reroll the critical confirmation roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Habits and Logistics

During daylight hours, **Maghana** splits her time evenly between duties at the **Zugul Church** and the **Cleric House**.

At night, **Maghana** sometimes finishes her duties at the **Church** (35%) or the **Cleric House** (40%); the remainder of the time, she is in her **private quarters** in the **undercroft** of the church.

Background

Maghana is secretly in love with **High Priest Cannock**. For his part, **Cannock** is either so obtuse, or so focused on his work, that he remains still unaware of the infatuation. She has resigned herself to an unrequited relationship, and has long since given up actively pursuing things. She still holds him in high regard, however, and will do anything for him.

Growing up, she always sought to be a part of something greater than herself, and assumed from an early age this meant religious devotion. She now questions if her love for **Cannock** is instead the "greater force" she has sought all her life.

In the Obelisk Attack

Cannock dies right after saving her, before her eyes. His blood is literally on her hands and elsewhere on her person in the aftermath. Between this violence and the emotion she held for the man, she takes up the mantle of the church with a devotion and zeal that **Cannock** himself would never have countenanced, exacerbating the rift between the **Zugul Church** and the **Sheergath Temple**.

Conversation

What do you think of Berinncorte?

"A wonderful place, with lovely people."

Do you know anything about the strife between Zugul and Sheergath?

"Unfortunately, it's hard to avoid. I do wish that we could simply come to an understanding, a truce. I don't like the way things seem to be... escalating, I guess is the word. Words one month, then insults the next, and most recently, threats. I don't like where it's all going. I feel powerless to do anything about it, other than what I do every day in the Church."

What do you think of the Mayor and the government?

"Symms is an exceptional woman, and a competent leader. She's done wonders for this town, and the people in it. I'm fortunate that our church enjoys such a positive relationship with her offices, and that she finds the volunteering we offer helpful."

Tell me about being a cleric.

"They say that if you love what you do, you'll never really work a day in your life. I think that's how I feel, having found my true calling here at the church. People seek faith because they are in need of answers; it's not always the easiest message to tell folk that the real answer has been there all along: abide by the rule of law."

***Sense Motive** check opposed by **Maghana's Bluff** check, pressing the matter above:*

"I love the Zugul Church, and its people. Cannock especially is... well, he's quite a man, quite a leader."

Do you do any... other sorts of work on the side?

"Well, I'm almost always a part of the volunteer work organized by the church, and I work quite a bit with the Mayor's office in organizing events and outreach programs. Is that what you meant?"

Mardnab Scheppen (Maid / Bard)

CR 1/2; **XP** 200

Description

This middle-aged gnome has had a somewhat boring life, until about ten years ago, she discovered an aptitude for playing the flute. Though she had enjoyed music all her years, learning that she could produce it herself caused her no shortage of joy.

She's now the maid and some-time entertainer for **Esk** and his **Inn**; though occasionally guests hearing her play will tell her she is capable of more, she's actually quite content in her position. It may not be powerful, and it may not make her wealthy, but it's easy work she knows how to do, and it leaves her plenty of time to hone her newly-found craft.

Appearance

Mardnab is nimble, with deft fingers, but is otherwise an unremarkable gnome. She knows her plain features and so-so voice lock her out of the options available to many other bards, but accepts her lot in life with grace, grateful that she discovered she could even play.

Combat Tactics

The gnomish maid will flee at the first sign of conflict, whether it threatens her directly or not. She will try to rouse **Esk** to do something if the commotion occurs in his **Inn**; otherwise, she will seek the help of the authorities, running to the nearest **Militia Guard Post**.

Factions

None. Her **tribute** goes to **Berinncorte City**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 11; **XP** 19,200
Sex / Race	Female Gnome; CN Small humanoid (gnome)			
Class	Bard 1	Bard 5	Bard 9	Bard 12
Initiative	+3	+3	+3	+3
Senses	**Perception** +1; **Low-Light Vision**	**Perception** +9; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**	**Perception** +13; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 11 (+1 size, +3 Dex)	**AC** 16, **touch** 14, **ff** 13 (+1 size, +3 Dex, +2 leather armor (small))	**AC** 17, **touch** 14, **ff** 14 (+1 size, +3 Dex, +3 studded leather armor (small))	**AC** 19, **touch** 14, **ff** 16 (+1 size, +3 Dex, +5 *studded leather armor +2 (small)*)
hp / HD	**9** (1d8)+1	**26** (5d8)+5	**50** (9d8)+13	**63** (12d8)+16
Saves	**Fort** +1, **Ref** +5, **Will** +1 +2 vs. illusion spells or effects	**Fort** +4, **Ref** +9, **Will** +3 +2 vs. illusion spells or effects	**Fort** +1, **Ref** +5, **Will** +1 +2 vs. illusion spells or effects	**Fort** +7, **Ref** +13, **Will** +7 +2 vs. illusion spells or effects, +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 25 ft.	**Speed** 25 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** dagger (small) -1 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +4 (1d3-2/19-20)	**Melee** dagger (small) +2 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +7 (1d3-2/19-20) or **Melee** club (small) +2 (1d4-2) or **Ranged** club (small/thrown) +7 (1d4-2)	**Melee** club (small) +5 (1d4-2) or **Ranged** club (small/thrown) +10/+5 (1d4-2) or **Melee** *+1 dagger* (small) +6/+1 (1d3-1/19-20) or **Ranged** *+1 dagger* (small/thrown) +11/+6 (1d3-1/19-20)	**Melee** club (small) +8 (1d4-2) or **Ranged** club (small/thrown) +13/+8 (1d4-2) or **Melee** *+2 dagger* (small) +10/+5 (1d3/19-20) or **Ranged** *+2 dagger* (small/thrown) +15/+10 (1d3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion
Prepared Spells	**Bard (CL 1st):** **0th (at will)** – *detect magic, lullaby, open/close, read magic*	**Bard (CL 5th):** **0th (at will)** – *detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally*	**Bard (CL 9th):** **1st (5x/day)** – *adoration, cause fear, charm person, compel hostility, grease* **0th (at will)** – *detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally*	**Bard (CL 12th):** **2nd (5x/day)** – *cacophonous call, compassionate ally, daze monster, detect thoughts, distressing tone* **1st (6x/day)** – *adoration, cause fear, charm person, compel hostility, grease, recharge innate magic* **0th (at will)** – *detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally*
Statistics				
Ability Scores	**Str** 6, **Dex** 16, **Con** 12, **Int** 12, **Wis** 9, **Cha** 10	**Str** 7, **Dex** 16, **Con** 12, **Int** 12, **Wis** 9, **Cha** 10	**Str** 7, **Dex** 16, **Con** 12, **Int** 12, **Wis** 9, **Cha** 10	**Str** 7, **Dex** 16, **Con** 12, **Int** 12, **Wis** 9, **Cha** 12
Core Attack	**Base Atk** +0; **CMB** -3; **CMD** 10	**Base Atk** +3; **CMB** +0; **CMD** 13	**Base Atk** +6; **CMB** +3; **CMD** 16	**Base Atk** +9; **CMB** +8; **CMD** 19
Feats	Run	Great Fortitude, Lightning Reflexes, Run	Fleet, Great Fortitude, Lightning Reflexes, Run, Throw Anything	Fleet, Great Fortitude, Lightning Reflexes, Run, Skill Focus (Perform (Wind Instruments)), Throw Anything
Skills	Acrobatics +3, Appraise +1, Artistry +1, Bluff +4, Climb -2, Craft (Untrained) +1, Disguise +4, Escape Artist +7, Fly +5, Heal -1, Knowledge (Geography) +6, Knowledge (Local) +6, Knowledge (Untrained) +2, Perception +1, Ride +3, Sense Motive +3, Stealth +11, Survival -1, Swim -1	Acrobatics +3, Appraise +1, Artistry +1, Bluff +7, Climb -2, Craft (Untrained) +1, Disguise +7, Escape Artist +10, Fly +5, Heal -1, Knowledge (Geography) +11, Knowledge (Local) +11, Knowledge (Untrained) +3, Perception +9, Ride +3, Sense Motive +6, Stealth +15, Survival -1, Swim -2	Acrobatics +2, Appraise +1, Artistry +1, Bluff +11, Climb -3, Craft (Untrained) +1, Disguise +11, Escape Artist +13, Fly +4, Heal -1, Knowledge (Geography) +17, Knowledge (Local) +17, Knowledge (Untrained) +5, Perception +10, Ride +2, Sense Motive +10, Stealth +17, Survival -1, Swim -3	Acrobatics +3, Acrobatics (Perform (Dance)) +1, Appraise +1, Artistry +1, Bluff +14, Bluff (Perform (Sing)) +1, Climb -2, Craft (Untrained) +1, Diplomacy +1, Diplomacy (Perform (Wind Instruments)) +22, Disguise +14, Escape Artist +14, Fly +5, Fly (Perform (Dance)) +1, Handle Animal (Perform (Wind Instruments)) +22, Heal -1, Intimidate +1, Knowledge (Geography) +19, Knowledge (Local) +19, Knowledge (Untrained) +7, Perception +13, Perform (Untrained) +1, Perform (Wind Instruments) +22, Ride +3, Sense Motive +12, Sense Motive (Perform (Sing)) +1, Stealth +18, Survival -1, Swim -2
Languages	Common, Dwarven, Gnome, Sylvan			

	Low	Moderate	Advanced	Elite
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Courage, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Versatile Performance (Wind Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Inspire Greatness, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Versatile Performance (Sing), Versatile Performance (Wind Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Soothing Performance, Versatile Performance (Dance), Versatile Performance (Sing), Versatile Performance (Wind Instruments), Weapon Familiarity, Well-Versed
Treasure	dagger (small); entertainer's outfit (small); flute (small) 41 cp	dagger (small); club (small); leather armor (small); entertainer's outfit (small); flute (small) 12 sp; 61 cp	*+1 dagger* (small); club (small); studded leather armor (small); entertainer's outfit (small); flute (small) 2 gp; 29 sp; 80 cp	*+2 dagger* (small); club (small); *+2 studded leather armor* (small); entertainer's outfit (small); flute (small) 21 gp; 62 sp; 89 cp
Magic				
Spells per Day	**Innate Spell-Like Abilities:** *dancing lights* (1x/day), *ghost sound* (1x/day), *prestidigitation* (1x/day), *speak with animals* (1x/day) **Bard (CL 1st):** 0/1/0/0/0/0/0/0/0 DC 11 + spell level	**Innate Spell-Like Abilities:** *dancing lights* (1x/day), *ghost sound* (1x/day), *prestidigitation* (1x/day), *speak with animals* (1x/day) **Bard (CL 5th):** 0/4/2/0/0/0/0/0/0 DC 11 + spell level	**Innate Spell-Like Abilities:** *dancing lights* (1x/day), *ghost sound* (1x/day), *prestidigitation* (1x/day), *speak with animals* (1x/day) **Bard (CL 9th):** 0/5/4/3/0/0/0/0/0 DC 11 + spell level	**Innate Spell-Like Abilities:** *dancing lights* (1x/day), *ghost sound* (1x/day), *prestidigitation* (1x/day), *speak with animals* (1x/day) **Bard (CL 12th):** 0/6/5/4/3/0/0/0/0 DC 12 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

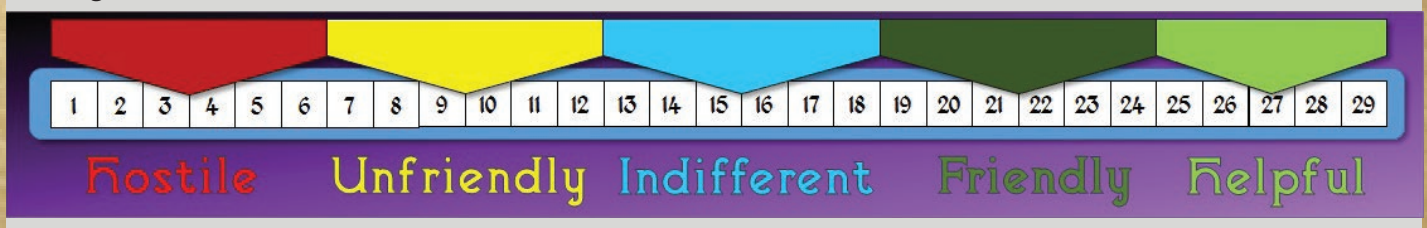


Table 59: Attitude Modifiers for Mardnab Scheppen

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+4	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +6 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 27 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Bardic Performance Round (4x) Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible

components.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 4 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 17) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 12). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 17) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Wind Instruments) (Ex) You can use your bonus in the Perform (Wind Instruments) skill in place of your bonus in the Diplomacy or Handle Animal skills. When substituting in this way, you use your total Perform (Wind Instruments) skill bonus, including class skill bonus, in place of your Diplomacy or Handle Animal skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Perform (Wind Instruments)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Mardnab** does a variety of things: sometimes (35%) she will go to the **Town Square** to buy and trade personal items and cleaning supplies, for which **Esk** gives her a stipend; other times (40%) she will perform tasks in the **Inn** (sweeping, changing linens and mattress straw, and so on). The remainder of the time (25%) she will take a stroll through the **Garden**.

At night, the gnomish bard will typically (65%) tend to duties at the **Inn**. The remainder of the time (35%), she will be at the **Leaky Cask Tavern**, treating herself to a prepared meal and a drink, and wistfully daydreaming of another world in which it is she who performs to entertain the patrons.

Background

Mardnab has humble goals and dreams, and she's worldly enough to be realistic about them. She knows her station is lowly, but **Esk** treats her not unfairly, pays a reasonable wage, and her job is quite stable, so the gnome tends to just try and enjoy each day as best she can.

In the Obelisk Attack

Sadly, **Mardnab** perishes in the attack; she is crushed under a piece of roof that collapses.

Conversation

What do you think of Berinncorte?

"Oh, it's a fine town. Decent people, safe streets, a reasonable wage. Can't complain."

Do you know anything about the strife between Zugul and Sheergath?

"I tend to keep to myself... I probably should be more devout, but I'm sorry to say I've not found a faith I support, quite. I keep my nose out of things as it comes to the two in town."

What do you think of the Mayor and the government?

"The Mayor must be doing a good job, as it seems quite the safe place around here. Other than tribute I don't have much dealings with her or her staff."

Tell me about being a maid.

"Well, it's simple work, no mistake. But it pays decent enough, and leaves me plenty of time to pick up my flute. I'm still stunned it took me so much of my life to even try to play!"

Do you do any... other sorts of work on the side?

"I play the flute, but not in the habit of doing it for others. I'm not yet good enough, to be true."

Oneib (Salesman / Security Guard)

CR 2; **XP** 600

Description

Oneib is an unlikely salesman, to say the least: once a rough-and-tumble caravan guard, he has lately turned his surprisingly well-balanced set of talents to a mixture of security and salesmanship for the **General Store**, owned by his good friend and longtime comrade **Welby Goodbarrel**.

Oneib's is a gruff form of presence, and his salesmanship is best defined as "here's the product; any questions?" However, there are many folk who seem to prefer that sort of straightforward, no-haggle approach to purchases. He walks around the store in full battle dress with weapons slung; clearly a bold statement as to his security role... but also, occasionally an incentive toward purchases.

Appearance

His face is pock-marked, sandblasted from so many years guarding caravans and living on the road. **Oneib's** skin is scratchy, and his beard is an unsightly combination of light brown and grey. He's not burly enough to appear overly threatening as a barbarian, but neither is he nimble enough to make it as a full-on rogue or ranger.

Combat Tactics

His array of arms and armor make **Oneib** useful in practically any combat scenario. Given time to maneuver or plan, he will engage with the strongest-seeming ranged combatant, eliminating marksmen and spellcasters on his way to any beefier melee foes.

As his main purpose at the **Store** is security, **Oneib** is used to causing combat, not reacting to it; if a battle is sprung upon him, he will certainly fight back. If combat occurs at the **Store**, he will shout for civilians to run to safety, asking them to please call the **Militia** on their way if they wouldn't mind. Regular patrons of the **Store** will take him up on the request; each round after any civilians escape, there is a cumulative **20%** chance (that is, **20%** chance the first round, **40%** the second, and so forth) that **2d4+1 Berinncorte Militia** will arrive; by default, they will defend the known **Oneib**, assuming that the party is attacking him and started the fight.

Factions

Oneib is a member of both **Mace and Blade** and the **Adamantium Trail**, each of which he **tributes 2%** of his wealth annually. He and **Welby** also have a very positive relationship with the **City of Berinncorte**, and perform many services and offer many discounts for the **Berinncorte Militia**, who in return will offer occasional security services.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 12; **XP** 19,200	**CR** 17; **XP** 102,400
Sex / Race	Male Human; CG Medium humanoid (human)			
Class	Fighter 2 / Rogue 1	Fighter 4 / Rogue 3	Fighter 8 / Rogue 5	Fighter 11 / Rogue 7
Initiative	+5	+5	+5	+5
Senses	**Perception** +3	**Perception** +8	**Perception** +11	**Perception** +14
Defense				
Armor Class	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +5 scale mail, +1 light shield)	**AC** 21, **touch** 11, **ff** 20 (+1 Dex, +8 half-plate armor, +2 heavy shield)	**AC** 25, **touch** 11, **ff** 25 (+1 Dex, +10 *half-plate armor* +2, +4 *heavy wooden shield* +2)	**AC** 27, **touch** 11, **ff** 27 (+1 Dex, +9 *aberration-defiant field plate armor* +2, +7 *fire resistant heavy steel shield*)

	Low	Moderate	Advanced	Elite
hp / HD	**15** (2d10)+(1d8)-1	**32** (4d10)+(3d8)-5	**73** (8d10)+(5d8)+2	**97** (11d10)+(7d8)+2
Saves	**Fort** +2, **Ref** +3, **Will** +3; +1 Will vs. fear	**Fort** +4, **Ref** +5, **Will** +5; +1 Will vs. fear	**Fort** +7, **Ref** +9, **Will** +6; +2 Will vs. fear ; +1 Reflex to avoid traps	**Fort** +11, **Ref** +11, **Will** +8; +3 Will vs. fear ; +2 Reflex to avoid traps
Defensive Abilities	-	-	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** light wooden shield +4 (1d3+2) or **Melee** scimitar +4 (1d6+1/18-20) or **Ranged** shortbow +3 (1d6/x3) or **Melee** dagger +4 (1d4+2/19-20) or **Ranged** dagger (thrown) +3 (1d4+2/19-20)	**Melee** *+1 scimitar* +9/+4 (1d6+3/18-20) or **Melee** heavy wooden shield +8 (1d4+1) or **Ranged** shortbow +7/+2 (1d6/x3) or **Melee** dagger +8/+3 (1d4+2/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4+2/19-20)	**Melee** *+2 dueling scimitar* +17/+12/+7 (1d6+4/18-20) or **Melee** *+2 heavy wooden shield* +13 (1d4+1) or **Ranged** shortbow +12/+7/+2 (1d6/x3) or **Melee** dagger +14/+9/+4 (1d4+3/19-20) or **Ranged** dagger (thrown) +13/+8/+3 (1d4+3/19-20) or **Melee** gauntlet +13/+8/+3 (1d3+2)	**Melee** *+3 fire resistant heavy steel shield* +19/+14/+9/+4 (1d4+3) or **Melee** *+3 dueling scimitar* +24 (1d6+4/18-20) or **Ranged** shortbow +18/+13/+8/+3 (1d6+1/x3) or **Melee** dagger +21/+16/+11/+6 (1d4+5/19-20) or **Ranged** dagger (thrown) +19/+14/+9/+4 (1d4+5/19-20) or **Melee** gauntlet +19/+14/+9/+4 (1d3+3)
Space / Reach	5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6	Sneak Attack 4d6
Statistics				
Ability Scores	**Str** 14, **Dex** 12, **Con** 8, **Int** 14, **Wis** 13, **Cha** 8	**Str** 14, **Dex** 12, **Con** 9, **Int** 14, **Wis** 13, **Cha** 8	**Str** 15, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 8	**Str** 16, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 8
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 15	**Base Atk** +6; **CMB** +8; **CMD** 19	**Base Atk** +11; **CMB** +13; **CMD** 24	**Base Atk** +16; **CMB** +19; **CMD** 30 (33 vs. grapple or trip)
Feats	Alertness, Athletic, Blind-Fight, Improved Initiative, Iron Will	Alertness, Athletic, Blind-Fight, Cleave, Improved Initiative, Iron Will, Persuasive, Power Attack	Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Greater Weapon Focus (Scimitar), Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (Scimitar)	Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Greater Shield Focus, Greater Weapon Focus (Scimitar), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Shield Focus, Weapon Focus (Scimitar)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -4, Appraise +2, Artistry +2, Bluff -1, Climb -1, Craft (Untrained) +2, Diplomacy +5, Disable Device +3, Disguise -1, Fly -4, Handle Animal +4, Heal +3, Intimidate +3, Knowledge (Dungeoneering) +7, Knowledge (Geography) +3, Knowledge (Local) +6, Knowledge (Nature) +4, Perception +3, Perform (Untrained) -1, Ride +1, Sense Motive +7, Stealth -4, Survival +1, Swim -1	Acrobatics -7, Appraise +2, Artistry +2, Bluff -1, Climb -4, Craft (Untrained) +2, Diplomacy +10, Disable Device +3, Disguise -1, Escape Artist -2, Fly -7, Handle Animal +8, Heal +7, Intimidate +7, Knowledge (Dungeoneering) +9, Knowledge (Geography) +6, Knowledge (Local) +8, Knowledge (Nature) +6, Perception +8, Perform (Untrained) -1, Ride +2, Sense Motive +9, Stealth -7, Survival +1, Swim -4	Acrobatics -4, Appraise +2, Artistry +2, Bluff -1, Climb -1, Craft (Untrained) +2, Diplomacy +16, Disable Device +11, Disguise -1, Escape Artist +5, Fly -4, Handle Animal +12, Heal +11, Intimidate +10, Knowledge (Dungeoneering) +9, Knowledge (Geography) +15, Knowledge (Local) +8, Knowledge (Nature) +6, Perception +11, Perform (Untrained) -1, Ride +9, Sense Motive +12, Stealth -4, Survival +1, Swim -1	Acrobatics -2, Appraise +2, Artistry +2, Bluff -1, Climb +2, Craft (Untrained) +2, Diplomacy +20, Disable Device +18, Disguise -1, Escape Artist +9, Fly -2, Handle Animal +16, Heal +15, Intimidate +12, Knowledge (Dungeoneering) +11, Knowledge (Geography) +20, Knowledge (Local) +13, Knowledge (Nature) +6, Perception +14, Perform (Untrained) -1, Ride +15, Sense Motive +14, Stealth -2, Survival +1, Swim +2
Languages	Common, Elven, Halfling			
Special Qualities	Bonus Feat, Bonus Feats, Bravery, Skilled, Trapfinding	Armor Training, Bonus Feat, Bonus Feats, Bravery, Esoteric Scholar, Skilled, Trapfinding,	Armor Training, Bonus Feat, Bonus Feats, Bravery, Canny Observer, Esoteric Scholar, Skilled, Trapfinding, Weapon Training	Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Canny Observer, Esoteric Scholar, Follow Clues, Skilled, Trapfinding, Weapon Training
Treasure	light wooden shield; scimitar; scale mail; arrows (40x); potion of cure light wounds (2x); dagger; Shortbow 61 gp	heavy wooden shield; *scimitar +1*; half-plate armor; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 8 pp; 34 gp	*+2 heavy wooden shield*; *+2 dueling scimitar*; *+2 half-plate armor*; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 14 pp; 81 gp	*+3 fire resistant heavy steel shield*; *+3 dueling scimitar*; *+2 aberration-defiant field plate armor*; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 21 pp; 91 gp

Attitude Tracker

Starting Attitude: 16 (Indifferent)

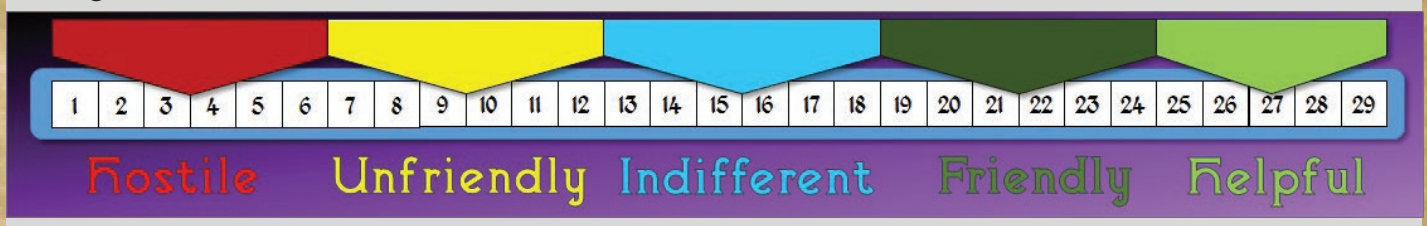


Table 60: Attitude Modifiers for Oneib

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**-1**	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	**-2**	Per offense, maximum -10
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	**+8**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	**+2**	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	**+1**	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	**-1**	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus CMD (3x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Grapple (3x); Bonus CMD Trip (3x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Esoteric Scholar (Ex) Once a day, a rogue with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

Evasion (Ex) You can avoid damage from many area-effect attacks.

If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Bows +1.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Weapon Focus (Scimitar) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Scimitar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Oneib** walks around the **General Store**, providing salesmanship to the customers and security services to the store itself.

At night, **Oneib** will frequently (**70%**) continue his pacing, acting as a passive night watch for the store until he sleeps within it. The remainder of the time, he will be at the **Tavern**, often until closing, thence back to the store for sleep.

Background

Oneib has accompanied his business partner **Welby Goodbarrel** through much of his professional live, guarding caravans and often acting as personal security for the halfling.

At one point in their history, the two were lovers. That level of their relationship lasted only a single caravan, beginning and ending during a dust storm that drove the two together for protection in a single tent. Neither man has spoken of the events since, and there is a certain unspoken tension between them (a DC 19 **Sense Motive** check will reveal to a PC only that there is some tension, certainly not the source or backstory).

In the Obelisk Attack

Oneib is stuck outside in the streets when the **Obelisk Eruption** occurs. He is struck and trampled by a running horse, and though he tries to make it into the **General Store**, he is unable to do so before **Welby** closes the door.

Oneib dies, attacked by the undead, pounding on the store's front doors.

Conversation

What do you think of Berinncorte?

"Good enough place to live. Plenty of need for supplies, so me an' Welby make out okay."

Do you know anything about the strife between Zugul and Sheergath?

"Strife and struggle don't worry me much. If it affects us personally, I can usually take care of threats well enough. If it doesn't affect us directly... well, fighting can be good for business. I'm to understand, though, that two cults at odds with each other's beliefs can't get along. Will wonders never cease."

What do you think of the Mayor and the government?

"Symms seems competent, if not a likeable lady. Me, I like her style; direct, to the point. Law and order are good on a grand scale, but the Militia can get a bit up in your face, so I hear. As a store, though, we benefit from that level of scrutiny."

Tell me about being a... security guard? Salesman? Both?

"Both, proud to say. Bet you never met someone like that, huh? It's fine. I don't get up to trickery in selling, and don't need to; our wares speak for themselves, and folk need supplies, so that end of things is pretty simple. Security, too, is a lazy job most often. The Militia keeps the peace well enough, and folks need supplies; though Welby's got some coin to his name, and make no mistake, nobody wants to ruin the sole source of stuff, now do they?"

Do you do any... other sorts of work on the side?

"You mean between two jobs that are each basically full-time? No. No, I don't."

Do you and Welby come by any supplies that are particularly... interesting? Or rare?

"Define 'interesting'. You might do better to ask the apothecary; Aramil's across town."

***Diplomacy** or **Knowledge (Local)** check at DC 15, pressing the above question*:

"Ah, well. We're not typically in that sort of business; don't need to be, to make a good coin. But I hear as Amadan, the Militia armsmaster, is often in the way of finding himself the odd piece of whatever. A mute and a Militiaman, if you can believe it, but the man's got his hooks everywhere, so I hear."

Ota Kuiduru (Chief Clerk)

CR 2; **XP** 800

Description

Trained as a monk, **Ota** now staffs the **Mayor's Office Reception Desk**, and acts as the city government's chief clerk. To bystanders, this may seem a truly bizarre turn of events, but **Ota** himself will point out that much of the day-to-day business of helping citizens navigate bureaucracy demands a calm soul and a serene presence to manage effectively.

In truth, the pairing of his skills and station seems to be to great benefit to the town, and **Mayor Symms** has come to rely upon the half-elf's steady hand and calming demeanor in executing the crucial duties of his role.

Appearance

No trace of a smile can be seen in the half-elf's calm and neutral visage... unless you catch him in one of his common moments of dry wit. His jokes can be difficult to absorb, but those who look closely will observe a definite curl of the lip and twitch of the cheeks as puns and mocking analogies are delivered.

Ota's long brown hair is tied back in a severe bun to the top-rear of his head; a whisper of a moustache of the same color underlies his definitely elfish nose. Though somewhat slight in stature, he is brutally nimble in execution of his duties; it's easy to tell at a glance that the man was trained for much more than administrative duties.

Combat Tactics

Ota does not relish combat, but recognizes its occasional necessity, and in defense of his office and that of the city government, he will not hesitate to exercise his prowess to remove intrusions and threats. He much prefers, however, to use a demanding tone and the social pressure of other citizens to force troublemakers out of the building if needed.

Faced with inevitable combat, **Ota** takes a measured approach, seeking the weakest member of his enemies and neutralizing her before working his way up the ranks, evading tough melee where possible in so doing.

As a member of city government in the heart of that faction, he will not hesitate to call for backup; if fighting in the **Mayor's House**, **2d4+1 Mayoral House Guard** will arrive one round after he joins combat. If faced outside the building, he will seek the nearest **Militia Guard Post** for backup; doing so will cause **1d6+1 Berinncorte Militia** to join the fray in his defense.

Factions

Berinncorte City, as its chief clerk and administrator, and aide to **Mayor Symms**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 800	**CR** 6; **XP** 2,400	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Half-Elf; LN Medium humanoid (elf, human); middle-aged			
Class	Monk 3	Monk 7	Monk 12	Monk 16
Initiative	+2	+3	+8	+8
Senses	**Perception** +12; **Low-Light Vision**	**Perception** +15; **Low-Light Vision**	**Perception** +24; **Low-Light Vision**	**Perception** +28; **Low-Light Vision**
Defense				
Armor Class	**AC** 16, **touch** 16, **ff** 13 (+2 Dex, +1 dodge, +3 misc)	**AC** 18, **touch** 18, **ff** 14 (+3 Dex, +1 dodge, +4 misc)	**AC** 21, **touch** 21, **ff** 16 (+4 Dex, +1 dodge, +6 misc)	**AC** 22, **touch** 226, **ff** 17 (+4 Dex, +1 dodge, +7 misc)
hp / HD	**20** (3d8)	**33** (7d8)	**63** (12d8)	**84** (16d8)
Saves	**Fort** +3, **Ref** +5, **Will** +6; +2 vs. enchantment spells and effects	**Fort** +5, **Ref** +10, **Will** +10; +2 vs. enchantment spells and effects	**Fort** +10, **Ref** +14, **Will** +13; +2 vs. enchantment spells and effects	**Fort** +12, **Ref** +16, **Will** +15; +2 vs. enchantment spells and effects
Defensive Abilities	Evasion, Still Mind	Evasion, Still Mind; Immune to Disease	Improved Evasion, Still Mind; Immune to Disease and Poison	Improved Evasion, Still Mind; Immune to Disease and Poison; Spell Resistance 26
Offense				
Movement	**Speed** 40 ft.; Fast Movement	**Speed** 50 ft.; Fast Movement; High Jump; Slow Fall	**Speed** 70 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall	**Speed** 80 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall

	Low	Moderate	Advanced	Elite
Attacks	**Melee** kama +3 (1d6+1) or **Melee** unarmed strike +3 (1d3+1) or **Melee** flurry of blows +2/+2 (1d3+1)	**Melee** unarmed strike +6 (1d3+1) or **Melee** *+1 kama* +7 (1d6+2) or **Melee** flurry of blows +6/+6/+1 (1d3+1)	**Melee** *+2 aberration-bane kama* +12 (1d6+2/19-20) or **Melee** *+2 undead-bane kama* +12/+7 (1d6+3/19-20) or **Melee** unarmed strike +10/+5 (1d3+1) or **Melee** flurry of blows +11/+11/+11/+6/+1 (1d3+1)	**Melee** *+3 corrosive burst kama* +17/+12/+7 (1d6+4/19-20) or **Melee** *+1 dancing kama* +15 (1d6+1/19-20) or **Melee** unarmed strike +13/+8/+3 (1d3+1) or **Melee** flurry of blows +15 / +15 / +15 / +15 / +10 / +5 / +0 (1d3+1)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist	Flurry of Blows, Ki Pool, Quivering Palm, Stunning Fist
Statistics				
Ability Scores	**Str** 12, **Dex** 15, **Con** 10, **Int** 11, **Wis** 16, **Cha** 11	**Str** 12, **Dex** 16, **Con** 10, **Int** 11, **Wis** 16, **Cha** 11	**Str** 12, **Dex** 18, **Con** 10, **Int** 11, **Wis** 16, **Cha** 11	**Str** 12, **Dex** 19, **Con** 10, **Int** 11, **Wis** 16, **Cha** 11
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 19	**Base Atk** +5; **CMB** +8; **CMD** 24	**Base Atk** +9; **CMB** +13; **CMD** 31	**Base Atk** +12; **CMB** +17; **CMD** 35
Feats	Alertness, Dodge, Improved Unarmed Strike, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Combat Reflexes, Dodge, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Catch Off-Guard, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything, Weapon Focus (Kama)
Skills	Acrobatics +7, Climb +6, Diplomacy +2, Escape Artist +7, Fly +2, Heal +3, Intimidate +7, Perception +12, Ride +2, Sense Motive +14, Stealth +7, Survival +3, Swim +1,	Acrobatics +11, Climb +9, Diplomacy +2, Escape Artist +11, Fly +3, Heal +3, Intimidate +10, Perception +15, Ride +3, Sense Motive +18, Stealth +9, Survival +3, Swim +1	Acrobatics +13, Climb +10, Diplomacy +2, Escape Artist +14, Fly +4, Heal +3, Intimidate +19, Perception +24, Ride +4, Sense Motive +28, Stealth +12, Survival +3, Swim +1	Acrobatics +15, Climb +12, Diplomacy +2, Escape Artist +15, Fly +4, Heal +3, Intimidate +23, Perception +28, Ride +4, Sense Motive +32, Stealth +15, Survival +3, Swim +1
Languages	Common, Elven			
Special Qualities	AC Bonus, Adaptability, Bonus Ki (3x), Elf Blood, Elven Immunities, Fast Movement, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Unarmed Strike	AC Bonus, Adaptability, Bonus Ki (7x), Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body	Abundant Step, AC Bonus, Adaptability, Bonus Ki (12x), Diamond Body, Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body	Abundant Step, AC Bonus, Adaptability, Bonus Ki (16x), Diamond Body, Diamond Soul, Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body

	Low	Moderate	Advanced	Elite
Treasure	kama; monk's kit; scholar's outfit **12 sp**	*+1 kama* (2x); monk's kit; scholar's outfit **8 gp; 34 sp**	*+2 aberration-bane kama; +2 undead-bane kama;* monk's kit; scholar's outfit **19 gp; 51 sp**	*+3 corrosive burst kama; +1 dancing kama*; monk's kit; scholar's outfit **2 pp; 61 gp; 113 sp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

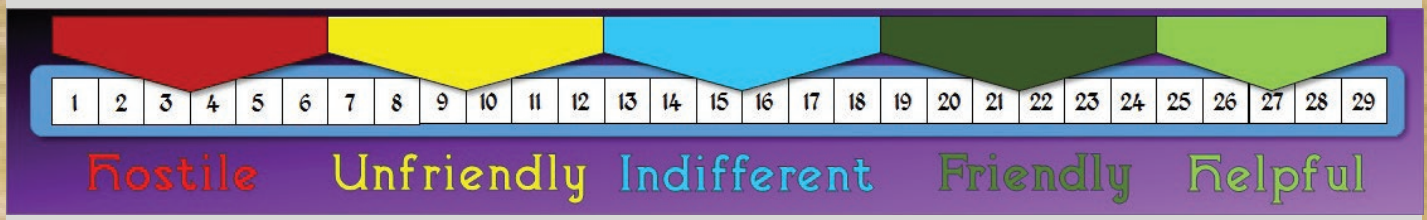


Table 61: Attitude Modifiers for Ota Kuiduru

Name	Condition	Effect	Notes
Action	Offer to take on a task for the Mayor	+1 per task commissioned	No maximum effect; stacks with actually fulfilling the request
Action	Fulfill a task for the Mayor	**+1 per task completed**	No maximum effect; stacks with committing to the request
Commerce	Outright bribe	**-2 per 100 gp offered**	No maximum effect; making more than one attempt has a 25% chance of Ota turning the party in to the Militia (see Getting Arrested)
Conversation	Party shares any Rumors or Tales they have heard	+1 per rumor shared	**Maximum effect +5**
Extant	Party contains one or more PCs with at least one class level of Monk	+1 per PC having any Monk levels; +1 for every 3 full class levels of Monk total	For example, if the party contains one PC of Monk 4, and a second PC of Monk 7, the total Attitude Modifier is +4
Conversation	Engage in conversation	+2	-
Action	PCs complete a Quest in Act One	+1	Per Quest completed; maximum impact +5
Action	PCs complete a Quest in Act Three	+2	Per Quest completed; maximum impact +8
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers

Name	Condition	Effect	Notes
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 16. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Bonus Ki (16x) Add +1/4 to the monk's ki pool.

Diamond Body (Su) You are immune to poisons of all kinds.

Diamond Soul (Ex) You gain spell resistance 26. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Fast Movement (Ex) You gain a +50 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. Attacks + 15 /+ 15 /+ 10 /+ 10 /+ 5 /+ 5 /+ 0 You can make a flurry of blows as a full-attack action. When doing so, you may make three additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can adds +16 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver, lawful, and adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light

vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Purity of Body (Ex) You are immune to all diseases, including supernatural and magical diseases.

Quivering Palm (Su) You can set up vibrations within the body of another creature that can thereafter be fatal if you so desire. You can use this attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a 0 days. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 13), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm attack at one time. If you use quivering palm while another is still in effect, the previous effect is negated.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 80 feet shorter than it actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 16 hit points of damage by using 2 points from your ki pool.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Skill Focus (Sense Motive) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stunning Fist You know just where to strike to temporarily stun a foe. 16/day (DC 21) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 21), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Kama) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Ota** will be at the **Mayor's House**, performing his administrative duties in various rooms, but focusing of course on the **Reception Desk** at the front of the building.

At night, **Ota** will work long hours finishing up his work and organizing, then retire to his humble home outside city limits, which used to be a small farmhouse.

Background

Ota grew up a farmhand; upon turning 15, he discovered that he was adopted. He left home in search of more information about his history; along the way, he came upon a temple where he studied a great deal, and learned much of the monkish arts. One morning, he arose to meet the sun, and realized that during his journey, he had grown less interested of his original purpose. Smiling grimly, he left the temple and set forth on adventures of his own purpose.

His journey since then would be its own intriguing story, but three years ago, he came to **Berinncorte** and decided to settle down and stay put, at least for a while. Since then, he has served the city's government well, though he occasionally gets the itch to seek more, beyond.

In the Obelisk Attack

Ota hears the commotion outside in the **Town Square**, and springs into action without thought, saving lives and doing battle with chaos.

Conversation

What do you think of Berinncorte?

"A most agreeable town. Good people, ruled well by a woman with a solid head on her shoulders."

Do you know anything about the strife between Zugul and Sheergath?

"I sympathize most with Zugul in terms of a perspective on the world. But to assert that chaos is not part of sentient nature is simply foolish. Likewise is it idiocy to rail unduly against lawfulness, when it is the peace provided by that law that allows both churches to even exist." *He shakes his head sadly.* "It is ever thus, with faith, I fear."

What do you think of the Mayor and the government?

"Dominika does an adept job serving her people. I daresay myself and the rest of her staff do an adequate job in supporting her day-to-day, but she provides the vision, the peaceful directive, at the heart of it."

Tell me about being a receptionist.

"I'm much more than that, friend. In addition to serving here at the front desk, I also handle much of the city's administrative tasks, or at minimum, aid others in the execution thereof. It is a noble task, unsung and not often desired. But I feel I have a mind that is up to the work, and there is a certain serenity in the job. The seas of administration are deep, but calm."

Do you do any... other sorts of work on the side?

"Well, as you've likely gathered, my original training is not quite administrative. But I have put that life on hold, for the time being."

Otibus (Seamstress' Husband)

CR 1/2; **XP** 200

Description

Otibus is married to **Berinncorte's** seamstress and only real seller of textiles, **Daratis**. His role in the business—and largely in the marriage!—is administrative; he keeps the books primarily. He also does most of the animal husbandry, butchering, tanning, and unsavory aspects of the family business.

The dwarven textiler doesn't really talk much, and spends nearly all his time on the farm; he will come into town only when absolutely unavoidable.

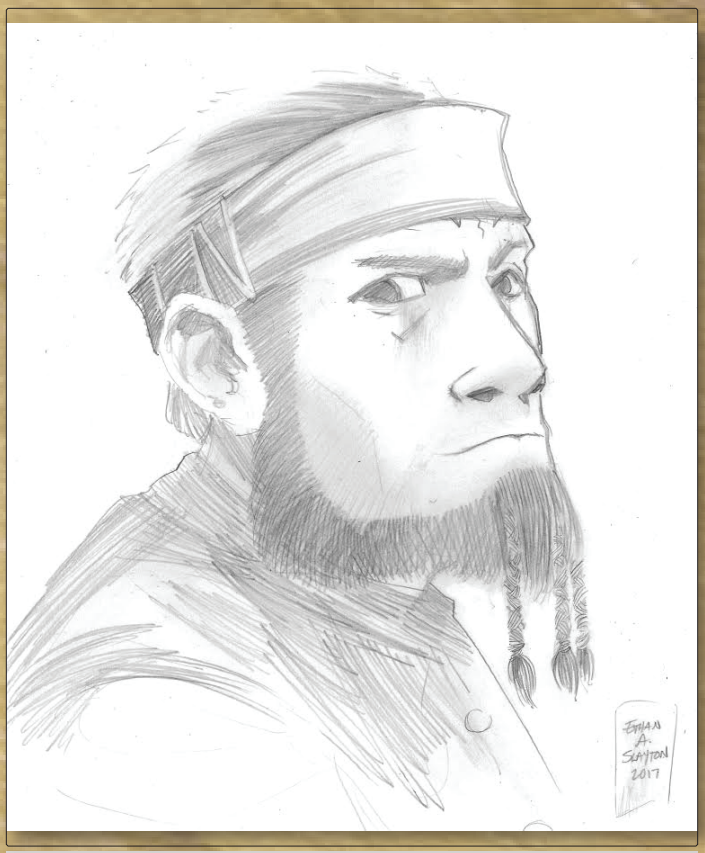
Appearance

A strong, silent dwarf, **Otibus** is aging well, the silver flecks in his chin-length hair and braided beard suiting well his stern facial features. He's lately put on a bit of weight, but manages it well enough.

Combat Tactics

Otibus is no stranger to battle, but much prefers a calm life; he will avoid armed conflict if at all possible. In defense of the **Textiles** Shop or his wife, however, he is vicious and implacable, charging into battle with the nearest melee combatant and continuing his assault until either he or his foe is defeated.

Such is his focus in battle that he will forget to call for help. If **Daratis** is nearby during the fight, however, she will certainly retain the presence of mind to scream for aid; each round after combat starts with her present, there is a cumulative **20%** (that is, **20%** chance the first round, **40%** chance the second, and so on) likelihood that **2d4+2 Townsfolk** and **1d4-1 Berinncorte Militia** (none show up if a **1** is rolled on that **1d4**) appear in defense of the couple.



Daratis will join the fray in aid of her husband, though he will yell at her to run away while she does so.

Factions

Though not nearly as devout as his wife **Daratis**, he will nevertheless attend services with her at the **Zugul Church**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male Dwarf; LN Medium humanoid (dwarf)			
Class	Commoner 2	Commoner 6	Commoner 12	Commoner 16
Initiative	+1	+1	+1	+1
Senses	**Perception** -1; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.	**Perception** +9; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +2 leather armor)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +5 scale mail)	**AC** 17; **touch** 11, **ff** 16 (+1 Dex, +6 chainmail)
hp / HD	**11** (2d6)+6	**45** (6d6)+18	**84** (12d6)+36	**114** (16d6)+48
Saves	**Fort** +4, **Ref** +1, **Will** -1 +2 vs. poison, spells, and spell-like abilities	**Fort** +6, **Ref** +5, **Will** +2 +2 vs. poison, spells, and spell-like abilities	**Fort** +8, **Ref** +7, **Will** +6 +2 vs. poison, spells, and spell-like abilities	**Fort** +9, **Ref** +8, **Will** +7 +2 vs. poison, spells, and spell-like abilities
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** heavy mace +3 (1d8+2) or **Melee** quarterstaff +3 (2H: 1d6+3)	**Melee** heavy mace +5 (1d8+2) or **Melee** quarterstaff +5 (2H: 1d6+3)	**Melee** cold iron heavy mace +9/+4 (1d8+3) or **Melee** quarterstaff +9/+4 (2H: 1d6+4)	**Melee** *+1 heavy mace* +12/+7 (1d8+4) or **Melee** quarterstaff +11/+6 (2H: 1d6+4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 14, **Dex** 12, **Con** 15, **Int** 11, **Wis** 9, **Cha** 11	**Str** 14, **Dex** 12, **Con** 15, **Int** 11, **Wis** 10, **Cha** 11	**Str** 16, **Dex** 12, **Con** 15, **Int** 11, **Wis** 9, **Cha** 11	**Str** 16, **Dex** 13, **Con** 15, **Int** 11, **Wis** 9, **Cha** 11
Core Attack	**Base Atk** +1; **CMB** +3; **CMD** 14 (18 vs. bullrush or trip)	**Base Atk** +3; **CMB** +5; **CMD** 16 (20 vs. bullrush or trip)	**Base Atk** +6; **CMB** +9; **CMD** 20 (24 vs. bullrush or trip)	**Base Atk** +8; **CMB** +11; **CMD** 22 (26 vs. bullrush or trip)
Feats	Great Fortitude	Armor Proficiency, Light, Great Fortitude, Lightning Reflexes	Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes	Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack
Skills	Acrobatics +1, Appraise +2, Climb +2, Escape Artist +1, Fly +1, Intimidate +1, Perception -1, Ride +1, Sense Motive -1, Stealth +1, Survival -1, Swim +2	Acrobatics +1, Appraise +3, Climb +2, Escape Artist +1, Fly +1, Heal +2, Intimidate +2, Knowledge (Local) +2, Perception +6, Ride +1, Stealth +1, Swim +2	Acrobatics -3, Appraise +5, Climb -1, Escape Artist -3, Fly -3, Heal +4, Intimidate +4, Knowledge (Local) +5, Perception +9, Ride -3, Stealth -3, Swim -1	Acrobatics -4, Appraise +6, Climb -2, Escape Artist -4, Fly -4, Heal +5, Intimidate +5, Knowledge (Local) +8, Perception +11, Ride -4, Stealth -4, Swim -2
Languages	Common, Dwarven			
Special Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	heavy mace, artisan's outfit, quarterstaff 12 sp	heavy mace, leather armor, artisan's outfit, quarterstaff 37 sp	cold iron heavy mace, scale mail, artisan's outfit, quarterstaff 8 gp; 61 sp	*+1 heavy mace;* chainmail, artisan's outfit, quarterstaff 2 pp; 29 gp; 57 sp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

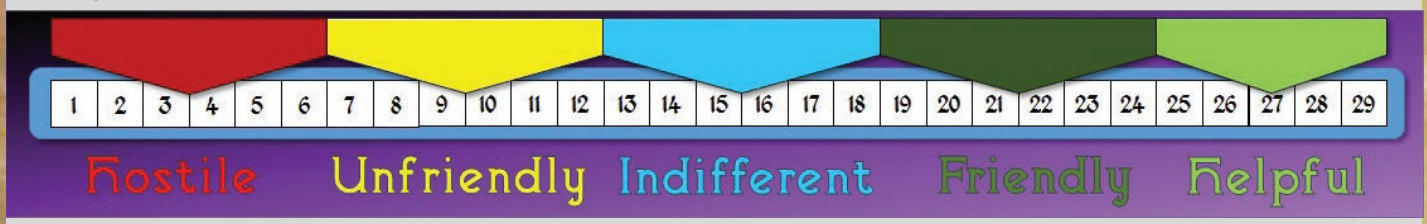


Table 62: Attitude Modifiers for Otibus

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Single Simple Weapon Proficiency (Mace (Heavy)) You understand how to use Mace (Heavy).

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Habits and Logistics

During daylight hours, **Otibus** will almost always (**75%**) be outside the city, tending to livestock or preparing hides or wool. The remainder of the time, he will be in the **Textiles** Shop, preparing or packing or otherwise being useful.

At night, **Otibus** will typically (**65%**) be working on the books of the business; after he is done, and the remainder of the time in general, he will retire to sleep in the shop's bedroom with his wife.

Background

Otibus one considered life as a mercenary, but on the day he had packed up his equipment and readied himself for signing up at the local **Mace and Blade** headquarters, he stopped for a meal at a local tavern, and struck up a conversation with the gnome who would eventually be his wife. Ever since, the two have been inseparable; behind his gruff and quiet demeanor lies a romantic dwarf with a gentle heart.

In the Obelisk Attack

Otibus himself survives; he is outside the city when the **Obelisk** Erupts. Stricken, he returns to the **Textiles** shop to run it in his wife's absence, though he weeps every day for her absence.

Conversation

What do you think of Berinncorte?

"'Tis a fine city. Daratis loves it; I'm more at home outside on the farm."

Do you know anything about the strife between Zugul and Sheergath?

"We're Zugul folk—well, my wife more than me, truth to tell. Sheergath's a bit overzealous, if you ask me, but to be fair, some Zugul folk're a bit too passionate about it too. Church of any sort is for peace and quiet and thinking, not for warmongering or shouting."

What do you think of the Mayor and the government?

"Symms is all right by me. Though not to be sexist, I'm surprised she's not a better customer. I fear she's shopping at other towns, finding finer cloth, but to see her on the street, you'd never know by the way she's dressed."

Tell me about being in the textiles business.

"Steady work—high or low, rich or poor, folk've need of clothes, right? It's not the work I was meant for, perhaps, but then again, I've not yet found that, whatever it is. I joke with Daratis that the job title the gods intended for me was 'husband', and that may not be too far from the truth of things." *He grins, and his eyes shine for a moment.* "There're worse jobs."

Do you do any... other sorts of work on the side?

"I raise animals, cut and prep them, sell the meat to Ganyc next door usually, keep some for ourselves. Also tend the books and help with the shop. I've precious little time to grab a mead, on occasion; what else would I do even if I had the time?"

Ownka (Serving Wench)

CR 1/3; **XP** 135

Description

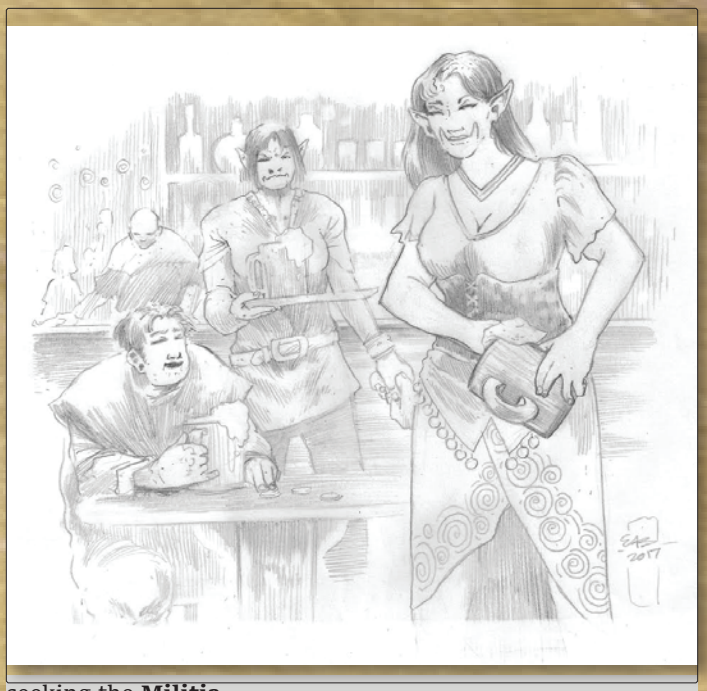
Ownka is a half-orc serving wench at the **Leaky Cask Tavern**. She helps out wherever needed, but primarily cooks, serving occasionally if necessary. Nimble she may be, but not overly pleasant; she looks down on most patrons and just barely manages to hold her contempt in check most of the time.

Appearance

The serving wench is tall, thin, and dresses in man's clothes; she has no interest in appearing feminine or more human than she is. Her black hair is cut short, and she does nothing with it; it simply flops about wherever it pleases. Much of the time, she dresses in peasant's garb, hoping that tavern guests will mistake her for another customer, so that they will bother her colleague **Thrunne** instead.

Combat Tactics

Ownka has no patience for troublemakers, and will not hesitate to pre-emptively sucker-punch anyone who seems like they may be a problem. Her brutishness is limited to threats and nonlethal confrontation, however: no job, and certainly not this one, is worth dying over, and if blades are drawn or magic is wielded, she flees the scene as quickly as possible, seeking the **Militia**.



Factions

None. Her **tribute**, such as it is, goes to the **City of Berinncorte** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 5; **XP** 1,600	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Female Half-Orc; CN Medium humanoid (orc, human)			
Class	Commoner 1	Commoner 7	Commoner 12	Commoner 16
Initiative	+2	+2	+3	+3
Senses	**Perception** +5; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +16; **Darkvision** 60 ft.	**Perception** +20; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 12, **touch** 12, **ff** 10 (+2 Dex)	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 leather armor)	**AC** 16, **touch** 13, **ff** 13 (+3 Dex, +3 studded leather armor)	**AC** 17, **touch** 13, **ff** 14 (+3 Dex, +4 chain shirt)
hp / HD	**1** (1d6)-1	**24** (7d6)+6	**46** (12d6)+6	**69** (16d6)+10
Saves	**Fort** -1, **Ref** +2, **Will** +1	**Fort** +4, **Ref** +4, **Will** +3	**Fort** +6, **Ref** +9, **Will** +5	**Fort** +7, **Ref** +10, **Will** +8
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** dagger +0 (1d4/19-20) or **Ranged** dagger (thrown) +2 (1d4/19-20) or **Melee** brass knuckles -5 (1d3)	**Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +5 (1d4/19-20) or **Melee** brass knuckles -2 (1d3)	**Melee** dagger +6/+1 (1d4/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4/19-20) or **Melee** masterwork brass knuckles +2 (1d3)	**Melee** masterwork silver dagger +9/+4 (1d4-1/19-20) or **Ranged** masterwork silver dagger (thrown) +12/+7 (1d4-1/19-20) or **Melee** *+2 cold iron brass knuckles* +5 (1d3+2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			

	Low	Moderate	Advanced	Elite
Statistics				
Ability Scores	**Str** 10, **Dex** 14, **Con** 9, **Int** 10, **Wis** 12, **Cha** 8	**Str** 10, **Dex** 14, **Con** 10, **Int** 10, **Wis** 12, **Cha** 8	**Str** 10, **Dex** 16, **Con** 10, **Int** 10, **Wis** 12, **Cha** 8	**Str** 10, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 8
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 12	**Base Atk** +3; **CMB** +3; **CMD** 15	**Base Atk** +6; **CMB** +8; **CMD** 19	**Base Atk** +8; **CMB** +8; **CMD** 21
Feats	Animal Affinity	Animal Affinity, Armor Proficiency, Light, Great Fortitude, Throw Anything	Animal Affinity, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Lightning Reflexes, Throw Anything	Animal Affinity, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills	Acrobatics +2, Bluff -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +5, Perform (Untrained) -1, Profession (Cook) +5, Ride +4, Sense Motive +1, Stealth +2, Survival +1	Acrobatics +2, Bluff -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +11, Perform (Untrained) -1, Profession (Cook) +11, Ride +4, Sense Motive +1, Stealth +2, Survival +1, Swim +4	Acrobatics +2, Bluff -1, Climb -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +16, Perform (Untrained) -1, Profession (Cook) +16, Ride +4, Sense Motive +1, Stealth +2, Survival +1, Swim +5	Acrobatics +1, Bluff -1, Climb -2, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Perception +20, Perform (Untrained) -1, Profession (Cook) +20, Ride +3, Sense Motive +1, Stealth +1, Survival +1, Swim +7
Languages	Common, Orc			
Special Qualities	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity
Treasure	dagger; brass knuckles; peasant's outfit 25 cp	dagger; leather armor; brass knuckles; peasant's outfit 3 sp; 61 cp	dagger; studded leather armor; masterwork brass knuckles; peasant's outfit 1 gp; 12 sp; 64 cp	masterwork silver dagger; chain shirt; *+2 cold iron brass knuckles*; peasant's outfit 12 gp; 39 sp; 80 cp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

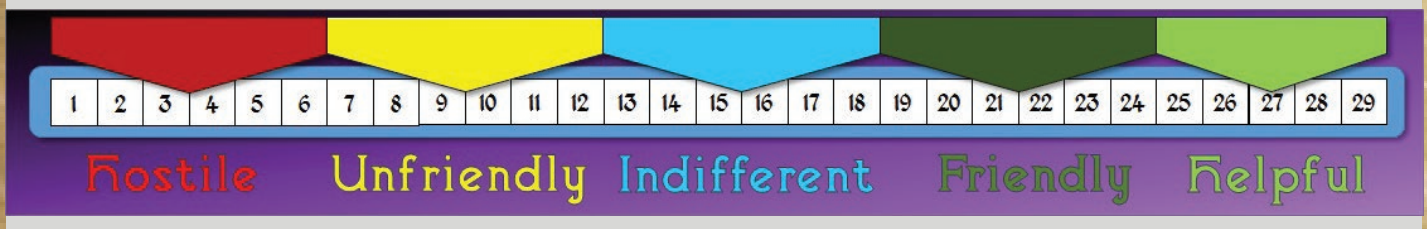


Table 63: Attitude Modifiers for Ownka

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Action	PCs attack with provocation	-10	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Single Simple Weapon Proficiency (Brass Knuckles) You understand how to use Brass Knuckles

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill

checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Ownka** will amble about, sometimes appearing in the **Town Square** to shop for personal items or food. The GM is encouraged to "place" her anywhere desired; she has a habit of roaming the town, taking in the sights.

At night, **Ownka** works at the **Leaky Cask Tavern** from noon until closing time. She then cleans up, and retires to a bunk in the **Lower-Class Residential District** if one is available; she's not above sleeping in the streets or **Town Square** if it's full up.

Background

Ownka has held a number of jobs, and although "serving wench" is hardly a title to which she has aspired, she finds the job an acceptable enough balance of security, income, and interest. Annoying though they may be to her, the diversity of patrons do keep things from being boring.

In the Obelisk Attack

Ownka and her fellow serving wench **Thrunne** are shopping together in the **Town Square** when the **Obelisk** Erupts. They both die soon after the fighting starts.

Conversation

What do you think of Berinncorte?

"It's a town like any other. Maybe not like some others. I dunno. It's okay, I'll say that."

Do you know anything about the strife between Zugul and Sheergath?

"Don't know; don't care. No matter what your faith is, you drink ale the same, and pay the same price for it, aye."

What do you think of the Mayor and the government?

"Symms is too good to be seen in a place like this. So that's annoying. Other than that, I don't care."

Tell me about being a serving wench.

"Ah, 'tis marvelous. I get to see the world, make a ton of gold, and take pleasure in the realm's most desirable men and women. How do you *think* it is, being a serving wench in a village's only eatery?"

Do you do any... other sorts of work on the side?

"Heh, you'll want to ask Jozan about that, if I understand you right. I've all the work I can manage, serving these fools."

Phadian Gess

CR 1; **XP** 400

Description

A half-elven trickster and passionate soul, **Phadian Gess** is fond of declaring that he would have been a fine bard in another life, another world, than this. He's quick with his hands, and uses this skill to steal... either hearts or gold, depending on his whim.

Appearance

Phadian is a beautiful man. He's slender, lithe, and his facial features strike an intriguing balance between human and elf, between masculine and feminine. He's bisexual, though this is in truth more because he has found that he appeals to both men and women; as he views relationships as mainly serving his own interests, he's flexible as to who he sleeps with, so long as they are profitable.

Combat Tactics

Though quite competent in a fight, **Phadian** is no idiot. Typically, battle comes to him as a means of recovering lost items, and victims rarely come alone. If outmatched, he will use his talents to escape if at all possible.

Faced with a confrontation he cannot avoid, **Phadian** will act quickly, striking at the slowest enemy, darting from foe to foe as the melee allows, trying to keep his opponents off guard. In a tavern, he will battle for showmanship, rallying the crowd to his cause as a means to distract, entertain, and dissuade things from becoming lethal.

In no way will he seek the aid of the authorities; he's been involved in so many thefts and trysts that he figures he can't take the chance he would be formally accused.

Factions

He's what nobody would call devout, but he can be found in the **Sheergath Temple** from time to time.

His **tribute**—at least what he declares—goes to the **City of Berinncorte**, however.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 6; **XP** 2,400	**CR** 12; **XP** 19,200	**CR** 15; **XP** 51,200
Sex / Race	Male Half-Elf; CN Medium humanoid (elf, human)			
Class	Rogue 2	Rogue 7	Rogue 13	Rogue 16
Initiative	+3	+4	+4	+4
Senses	**Perception** +6; **Low-Light Vision**	**Perception** +11; **Low-Light Vision**	**Perception** +18; **Low-Light Vision**	**Perception** +21; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 13, **ff** 11 (+3 Dex, +1 padded armor)	**AC** 17, **touch** 14, **ff** 17 (+4 Dex, +3 studded leather armor)	**AC** 19, **touch** 14, **ff** 19 (+4 Dex, +5 *studded leather armor* +2)	**AC** 21, **touch** 14, **ff** 21 (+4 Dex, +7 *studded leather armor* +4)
hp / HD	**16** (2d8)	**46** (7d8)	**72** (13d8)	**88** (16d8)+3
Saves	**Fort** +0, **Ref** +6, **Will** -1 +2 vs. enchantment spells and effects	**Fort** +2, **Ref** +9, **Will** +1 +2 vs. enchantment spells and effects; +2 to avoid traps	**Fort** +4, **Ref** +14, **Will** +4 +2 vs. enchantment spells and effects; +4 to avoid traps	**Fort** +7, **Ref** +16, **Will** +5 +2 vs. enchantment spells and effects; +5 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion	Evasion	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge

	Low	Moderate	Advanced	Elite
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Ranged** shortbow +4 (1d6/x3) or **Melee** rapier +1 (1d6/18-20) or **Melee** dagger +1 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20)	**Ranged** shortbow +9 (1d6/x3) or **Melee** dagger +5 (1d4/19-20) or **Ranged** dagger (thrown) +9 (1d4/19-20) or **Melee** *+1 rapier* +6 (1d6+1/18-20)	**Ranged** shortbow +13/+8 (1d6/x3) or **Melee** dagger +9/+4 (1d4/19-20) or **Ranged** dagger (thrown) +13/+8 (1d4/19-20) or **Melee** *+2 dueling rapier* +11/+6 (1d6+2/18-20)	**Ranged** shortbow +16/+11/+6 (1d6/x3) or **Melee** dagger +12/+7/+2 (1d4/19-20) or **Ranged** dagger (thrown) +16/+11/+6 (1d4/19-20) or **Melee** *+3 dueling rapier* +15/+10/+5 (1d6+3/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 4d6	Sneak Attack 7d6	Sneak Attack 8d6
Statistics				
Ability Scores	**Str** 10, **Dex** 17, **Con** 11, **Int** 14, **Wis** 9, **Cha** 13	**Str** 10, **Dex** 18, **Con** 11, **Int** 14, **Wis** 9, **Cha** 13	**Str** 10, **Dex** 18, **Con** 11, **Int** 14, **Wis** 10, **Cha** 13	**Str** 10, **Dex** 18, **Con** 11, **Int** 14, **Wis** 10, **Cha** 15
Core Attack	**Base Atk** +1; **CMB** +1; **CMD** 14	**Base Atk** +5; **CMB** +5; **CMD** 19	**Base Atk** +9; **CMB** +9; **CMD** 23	**Base Atk** +12; **CMB** +12; **CMD** 26
Feats	Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Quick Draw, Sharp Senses, Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Improved Lightning Reflexes, Lightning Reflexes, Persuasive, Quick Draw, Sharp Senses, Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Persuasive, Quick Draw, Sharp Senses, Skill Focus (Sleight of Hand), Stealthy
Skills	Acrobatics +8, Appraise +2, Artistry +2, Bluff +6, Climb +5, Craft (Untrained) +2, Diplomacy +1, Disable Device +9, Disguise +6, Escape Artist +10, Fly +3, Heal -1, Intimidate +1, Perception +6, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +11, Stealth +10, Survival +1	Acrobatics +13, Appraise +2, Artistry +2, Bluff +11, Climb +9, Craft (Untrained) +2, Diplomacy +5, Disable Device +18, Disguise +11, Escape Artist +15, Fly +3, Heal -1, Intimidate +1, Knowledge (Local) +11, Perception +11, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +18, Stealth +15, Survival +1, Swim -1	Acrobatics +20, Appraise +2, Artistry +2, Bluff +18, Climb +16, Craft (Untrained) +2, Diplomacy +21, Disable Device +30, Disguise +18, Escape Artist +24, Fly +4, Intimidate +4, Knowledge (Local) +11, Perception +18, Perform (Untrained) +2, Ride +4, Sleight of Hand +30, Stealth +24, Survival +2	Acrobatics +23, Appraise +2, Artistry +2, Bluff +21, Climb +19, Craft (Untrained) +2, Diplomacy +25, Disable Device +35, Disguise +21, Escape Artist +27, Fly +4, Intimidate +4, Knowledge (Local) +11, Perception +21, Perform (Untrained) +2, Ride +4, Sleight of Hand +33, Stealth +27, Survival +4
Languages	Common, Elven, Gnome, Halfling			
Special Qualities	Adaptability, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Canny Observer, Deft Palm, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Canny Observer, Charmer, Deft Palm, Elf Blood, Elven Immunities, Fast Fingers, Getaway Master, Keen Senses, Low-Light Vision, Multitalented, Sleight of Hand Stunt, Trapfinding	Adaptability, Canny Observer, Charmer, Deft Palm, Elf Blood, Elven Immunities, Fast Fingers, Getaway Master, Keen Senses, Low-Light Vision, Master of Disguise, Multitalented, Sleight of Hand Stunt, Stealth Stunt, Trapfinding

	Low	Moderate	Advanced	Elite
Treasure	padded armor; arrows (20x); rapier; dagger (2x); shortbow 57 sp	studded leather armor; arrows (20x); +1 rapier; dagger (2x); shortbow 12 gp; 61 sp	+2 studded leather armor; arrows (20x); +2 dueling rapier; dagger (2x); shortbow 50 gp; 97 sp	+4 studded leather armor; arrows (20x); +3 dueling rapier; dagger (2x); shortbow 91 gp; 136 sp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

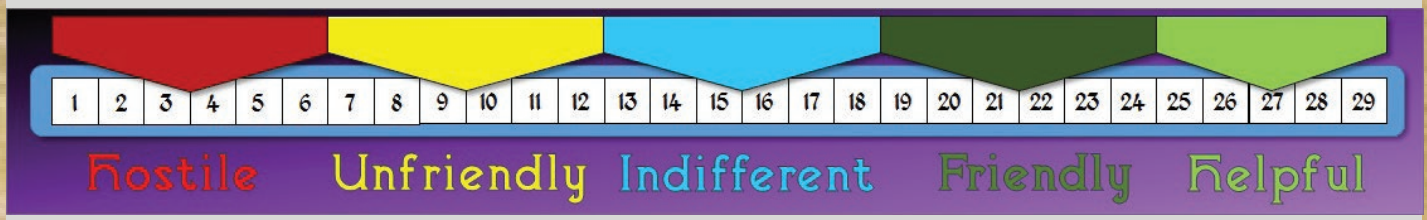


Table 64: Attitude Modifiers for Phadian Gess

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex) 4/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Fingers (Ex) 4/day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Getaway Master (Ex) A rogue with this talent gains a +10 bonus on all drive checks. The rogue must have the getaway artist rogue talent before choosing this talent.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 20.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Master of Disguise (Ex) Once per day, a rogue with this talent gains a +10 bonus on a single Disguise check.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Sleight of Hand Stunt (Ex) In place of an attack of opportunity, a rogue with this talent can attempt a Sleight of Hand check against the CMD of an opponent that provokes an attack of opportunity by firing a projectile weapon while threatened. If successful, the rogue plucks the ammunition from the provoking weapon, negating the attack. The rogue may use this ability as many times in a round as she could make attacks of opportunity. At the GM's discretion, certain projectile weapons may not be susceptible to this ability, such as siege engines or firearms. A rogue must be trained in Sleight of Hand to select this talent.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stealth Stunt (Ex) When benefiting from concealment, a rogue with this talent can forgo an attack of opportunity to attempt a Stealth check against the provoking opponent's CMD. Success allows the rogue to treat her opponent as flat-footed against the rogue's first melee attack before the end of her next turn. Using this ability does not count against the rogue's available attacks of opportunity for the round. A rogue must be trained in Stealth to select this talent.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Sharp Senses Your senses are especially sharp, even for your kind. You receive a +4 racial bonus on Perception skill checks. This replaces the normal bonus from the keen senses racial trait

Skill Focus (Sleight of Hand) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Habits and Logistics

During daylight hours, **Phadian** is typically (**70%**) at the **Town Square**, hawking stolen wares as a fence, trading, or just hanging out and seeing if anything interesting takes place. The rest of the time, he will be sleeping off the previous night's revelry, either in the **Lower-Class Residential District** or in a field outside the city limits.

At night, **Phadian** tends (**60%**) to stop by the **Leaky Cask Tavern** for at least some of the evening, often engaging with his lover **Lingona** to perform some mild thievery (see event **RTE-9: Impromptu Performance**). The remainder of the time, he will wander about, seeing where the evening takes him; the GM is welcome to "place" him anywhere in the city (or outside).

Background

Phadian is a wandering sort, never in one place for very long. He's been in **Berinncorte** about half a year, and is already growing weary of its somewhat normal, average décor. His wandering is strategic, as well: his sleight of hand tricks and casual way with the ladies leads to him often outstaying his welcome in a village of any size.

His talents have always served him well, and he has never had cause to form any sort of long-term plan or mission.

In the Obelisk Attack

Lingona escapes the **Tavern**, and **Phadian** follows her... but he is set upon by monsters, and though she tries to help fight them off, he succumbs quickly to their power and is slain trying to follow his lover to safety.

Conversation

What do you think of Berinncorte?

"Bit of a back-woods sort of village, no? I mean, I've been to places you could actually call a *city*; Berinncorte's got its charm, to be sure, but I find it a bit droll at the end of the day."

Do you know anything about the strife between Zugul and Sheergath?

"I've heard of some conflict, sure. At services at Sheergath, they talk of how law and order will doom us all, et cetera, and so on, pass the collection plate, thank you very much. And it's true there's too much Militia and law and order and do-as-I-say in this town. But you ask me, the whole church-on-church thing is all made up, it's just a thing they each use to get you to pay attention, because the gods themselves aren't doing much of anything as it benefits your average person."

What do you think of the Mayor and the government?

"Symms is a bit of an ugly bloke, no? I suppose she's an adequate Mayor; I wouldn't quite know, after all."

Tell me about being a... what are you, exactly?

"A lover, when I can be. A fool, when I can't be. And ever, ever the jolly sort to have fun, no matter the occasion. Sometimes all three at once, with the right person."

Do you do any... other sorts of work on the side?

"I'd say *all* my work is 'on the side'. Or on my back, lots of the time." *He winks, but his eyes know the joke is merely that.*

Hear anything interesting in your travels around the town?

"I hear much, but repeat little... without coin."

***Diplomacy** check at DC 16, pressing the above matter—OR a bribe of at least **10 gp**:*

"Well, I can't say as it's true, necessarily, but I've certainly come across some tidbits, might be of interest to such as yourselves." *The succeeding or bribing PC may make a free roll on the **Rumors and Lore** table, but if inded **Phadian** knows whether it's true, he doesn't say. Bribes in excess of **10 gp** will provide one separate roll on this table for each full **10 gp** of value, up to a maximum of **5** rolls for **50 gp**.*

Pilga (Landlord)

CR 1; **XP** 400

Description

In many ways, **Pilga** was born to be the landlord of the **Lower-Class Residential District**: she's strict, mean, has a ferocious temper, and is feared more than respected, but sometimes one because of the other.

Appearance

Grizzled and grim, **Pilga**'s visage appears to embody the most severe stereotypes of both orc and dwarf. She's not entirely sure of her ancestry, but some have sworn they see Dwarf notably in her expression and features. **Pilga** herself neither knows for certain nor cares, preferring instead to

Combat Tactics

Pilga relishes combat, and any excuse to participate in a melee. If engaged from a distance, she'll close ranks while tossing throwing axes; once up close and personal, she will swing away at the burliest-seeming foe until they drop, then proceed through the enemy's ranks as opportunities present themselves. Though she would not be above summoning help, and indeed will call upon the **Militia** if she's reduced to fewer than 10 hit points, in the thick of battle she fears that official involvement would diminish the chance to cause slaughter.

Factions

Pilga serves no one. Her **Tribute**, at least that which she admits to and pays, goes to the city of **Berinncorte** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Half-Orc; TN Medium humanoid (human, orc)			
Class	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Initiative	**-1**	**+0**	**+0**	**+0**
Senses	**Perception** +4; **Darkvision** 60 ft.	**Perception** +8; **Darkvision** 60 ft.	**Perception** +12; **Darkvision** 60 ft.	**Perception** +16; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 13, **touch** 9, **ff** 13 (-1 Dex, +4 armored coat)	**AC** 16, **touch** 10, **ff** 16 (+6 chainmail), Combat Expertise	**AC** 16, **touch** 10, **ff** 16 (+6 agile breastplate), Combat Expertise	**AC** 18, **touch** 10, **ff** 18 (+8 *agile breastplate* +2), Combat Expertise
hp / HD	**21** (2d12)+8	**65** (6d12)+24	**105** (10d12)+40	**146** (14d12)+56
Saves	**Fort** +6, **Ref** -1, **Will** -1	**Fort** +8, **Ref** +2, **Will** +1; +2 Reflex to avoid traps	**Fort** +10, **Ref** +3, **Will** +2; +3 Reflex to avoid traps	**Fort** +12, **Ref** +4, **Will** +3; +4 Will vs. enchantments when raging; +4 Reflex to avoid traps
Defensive Abilities	Uncanny Dodge	Improved Uncanny Dodge; Trap Sense +2	Improved Uncanny Dodge; Trap Sense +3; DR 2/-	Improved Uncanny Dodge; Trap Sense +4; DR 3/-
Offense				
Movement	**Speed** 30 ft.; **Fast Movement**			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** mattock +4 (2H: 2d4+3/x4) or **Melee** throwing axe +4 (1d6+2) or **Ranged** throwing axe (thrown) +1 (1d6+2)	**Melee** throwing axe +8/+3 (1d6+2) or **Ranged** throwing axe (thrown) +6/+1 (1d6+2) or **Melee** masterwork mattock +10/+5 (2H: 2d4+3/x4)	**Melee** *+1 countering mattock* +15 (2H: 2d4+5/x4) or **Melee** throwing axe +13/+8 (1d6+3) or **Ranged** throwing axe (thrown) +10/+5 (1d6+3)	**Melee** throwing axe +17/+12/+7 (1d6+3) or **Ranged** throwing axe (thrown) +14/+9/+4 (1d6+3) or **Melee** *+2 corrosive mattock* +20/+15/+10 (2H: 2d4+6/x4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Intimidating Glare	Brawler, Intimidating Glare, Smasher	Brawler, Greater Brawler, Intimidating Glare, Knockdown, Smasher	Brawler, Greater Brawler, Ground Breaker, Intimidating Glare, Knockdown, Mighty Swing, Smasher

Statistics

Ability Scores	**Str** 15, **Dex** 9, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11	**Str** 15, **Dex** 10, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11	**Str** 16, **Dex** 10, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11	**Str** 17, **Dex** 10, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 13	**Base Atk** +6; **CMB** +8; **CMD** 18	**Base Atk** +10; **CMB** +13; **CMD** 23	**Base Atk** +14; **CMB** +17; **CMD** 27
Feats	Combat Expertise	Combat Expertise, Power Attack, Weapon Focus (Mattock)	Cleave, Combat Expertise, Critical Focus, Power Attack, Weapon Focus (Mattock)	Cleave, Cleaving Finish, Combat Expertise, Critical Focus, Dazing Assault, Power Attack, Weapon Focus (Mattock)
Skills	Acrobatics -3, Appraise +1, Climb +5, Craft (Untrained) +1, Escape Artist -3, Fly -3, Heal -1, Intimidate +7, Knowledge (Nature) +6, Perception +4, Ride -3, Sense Motive -1, Stealth -3, Survival +4	Acrobatics -5, Appraise +1, Climb +6, Craft (Untrained) +1, Escape Artist -5, Fly -5, Heal -1, Intimidate +11, Knowledge (Nature) +10, Perception +8, Ride -5, Sense Motive -1, Stealth -5, Survival +8, Swim -3	Acrobatics -4, Appraise +1, Climb +15, Craft (Untrained) +1, Escape Artist -4, Fly -4, Heal -1, Intimidate +15, Knowledge (Nature) +14, Perception +12, Ride -4, Sense Motive -1, Stealth -4, Survival +12, Swim -1	Acrobatics -3, Appraise +1, Climb +20, Craft (Untrained) +1, Escape Artist -3, Fly -3, Heal -1, Intimidate +19, Knowledge (Nature) +18, Perception +16, Ride -3, Sense Motive -1, Stealth -3, Survival +16
Languages	Common, Orc, Goblin			
Special Qualities	Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Humanoid Traits, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity
Treasure	mattock; throwing axe (4x); armored coat **13 gp**	masterwork mattock; throwing axe (4x); chainmail **41 gp**	*+1 countering mattock*; throwing axe (4x); agile breastplate **63 gp**	*+2 corrosive mattock*; throwing axe (4x); *+2 agile breastplate* **136 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

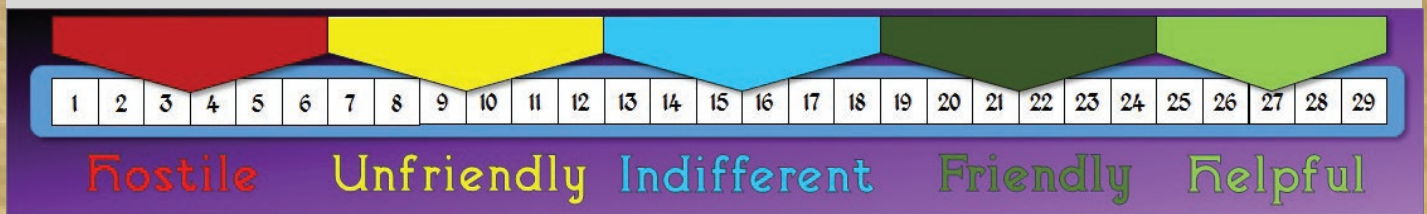


Table 65: Attitude Modifiers for Pilga

Name	Condition	Effect	Notes
Conversation	Engage in conversation	-2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	**-**
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Ground Breaker (Ex) Once per rage, the barbarian can attack the floor around her as a standard action. This attack automatically hits and deals damage normally. If the barbarian manages to deal more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in these squares, except the barbarian, must make a DC 15 Reflex save or be knocked prone.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also recieve during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Mighty Swing (Ex) You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Smasher (Ex) Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Mattock) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Pilga** will be in the **Lower-Class Residential District**, tending to the business of a lanrdlord (albeit begrudgingly).

At night, the half-orc proprietress will either be drinking (typically at the **Leaky Cask Tavern**), or will be outside the city, where she tends to sleep in the wilderness, preferring a cold rock to a warm bed.

Background

Pilga is an orphan, and presumably the product of an orc/human liaison, which is further presumed to be unwanted by the human portion of the equation, and yet further presumed to have occurred as part of an orcish raid or plunder. Though many she has encountered are aghast at the implications, and assume that such a person would have a need to know as much of the detail as she could come by, **Pilga** herself has never much cared. She *is*; that much she's certain of, and delving back into the past of an orphan seems quite a lot of work, and to what eventual end? The best-case scenario, in her view, is that she was the product of a *wanted* liaison, but is herself **un**wanted; is that any better than the ambiguity that now clouds the possibilities?

A good shrug and a strong ale tend to wash away any such concerns, **Pilga** has found.

In the Obelisk Attack

When the **Obelisk Erupts**, **Pilga** is in the **Lower-Class Residential District**. She stays there as chaos descends, and takes the opportunity to loot rooms. She does so with a crystal-clean conscience: it seems that the world is ending, or perhaps that every one of her tenants has rushed off to either their untimely demise or to flee the city. In any of these scenarios, they certainly won't be coming back anytime soon to collect their paltry treasures, so why not help herself to the loot?

Conversation

What do you think of Berinncorte?

"It's awful. And the people smell, and are hateful. But the Cask's okay."

Do you know anything about the strife between Zugul and Sheergath?

"There's no way I could possibly care less. Wait; I take that back—if you ask me again, then I'll care less, and then I'll punch you. Which, in a weird way, would make me care *more*. So to answer your question, shut up."

What do you think of the Mayor and the government?

"Her name's Symms, right? Yup. That's all I know. Or care about it."

Tell me about being a landlord.

"People are rude, they smell, most of 'em trash the place—not that there's much to trash, here, you mind, but somehow they still find a way to muck things up. Them that aren't any of those terrible things stiff you on the rent. So yeah, it's basically the best thing ever."

Do you do any... other sorts of work on the side?

"Like what? Play the lute? Sing and dance? Got no time for such nonsense, nor desire, truth to tell."

Rhirem (Mercenary Evoker)

CR 2; **XP** 600

Description

Rhirem is something of a rarity—a spellcaster for hire. He's a somewhat antisocial loner with a spirit for adventure—and he has come to realize that he has chosen entirely the wrong class for such a combination of attitudes. Thus, he is now a mercenary: never having to work too closely with anybody for much time, but protected to some extent by safety in numbers when he goes out into the dangers of the wild.

Appearance

Dressed in dark-red robes unadorned by embroidery, the gaunt human has a stubby nose and noticeably large earlobes. His right hand bears numerous scars, though he will not say anything as to their origin.

Combat Tactics

Rhirem adores combat, but typically fears for his safety unless accompanied by at least a handful of others who can block melee enemies and otherwise protect him so he can focus on ranged magic. He will try to inflict as much damage, as quickly as possible, on as many enemies as possible—sometimes "forgetting" the range and radius of effect of spells in order to do so, catching allies on the outskirts of the effect.

If reduced to fewer than half his maximum hit points the mercenary will begin to rethink the alliance with this acquaintances, and will likely try to flee if he feels it safe. If he does so, and the rest of the party wins the day, he will try to explain that he escaped so he could cover an exit, or that he feared for his life, or something else that makes his actions sound less cowardly. If pressed, he will brusquely admit to running away, and will then remind the PCs that he is, after all, nothing more than a mercenary, and in order to get paid, one has to survive, doesn't one?

Factions

Rhirem has heard of **The Scarlet Path**, and would probably consider joining—if he could only find out how to do so. He's not had the right combination of free time, proximity of access to **Path** members, and intent to follow through with this plan, but he feels it's in his near future.

For the time being, his **tribute** goes to **Berinncorte City** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human; NE Medium humanoid (human)			
Class	Evoker 3	Evoker 7	Evoker 13	Evoker 17
Initiative	+1	+1	+1	+1
Senses	**Perception** +4	**Perception** +8	**Perception** +9	**Perception** +9
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 13, **touch** 13, **ff** 12 (+1 Dex, +2 deflection)	**AC** 17, **touch** 17, **ff** 16 (+1 Dex, +4 deflection, +2 misc)	**AC** 17, **touch** 17, **ff** 16 (+1 Dex, +4 deflection, +2 misc)
hp / HD	**14** (3d6)-3	**27** (7d6)-7	**56** (13d6)	**69** (17d6)
Saves	**Fort** +0, **Ref** +2, **Will** +4	**Fort** +1, **Ref** +3, **Will** +6	**Fort** +4, **Ref** +5, **Will** +9	**Fort** +7, **Ref** +8, **Will** +13
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** quarterstaff -1 (1d6-2/-2) or **Melee** dagger -1 (1d4-2/19-20) or **Ranged** dagger (thrown) +2 (1d4-2/19-20)	**Melee** quarterstaff +1 (1d6-2/-2) or **Melee** *+1 dagger* +2 (1d4-1/19-20) or **Ranged** *+1 dagger* (thrown) +5 (1d4-1/19-20)	**Melee** quarterstaff +4/-1 (1d6-2/-2) or **Melee** *+2 flaming dagger* +6/+1 (1d4/19-20) or **Ranged** *+2 flaming dagger* (thrown) +9/+4 (1d4/19-20)	**Melee** *+2 flaming dagger* +8/+3 (1d4/19-20) or **Ranged** *+2 flaming dagger* (thrown) +11/+6 (1d4/19-20) or **Melee** *+1 dancing dagger* +7 (1d4-1/19-20) or **Ranged** *+1 dancing dagger* (thrown) +10/+5 (1d4-1/19-20) or **Melee** quarterstaff +6/+1 (2H: 1d6-2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			

	Low	Moderate	Advanced	Elite
Special Attacks	Force Missile (1d4+1, 7x/day), Intense Spells	Force Missile (1d4+3, 8x/day), Intense Spells	Force Missile (1d4+6, 8x/day), Intense Spells	Force Missile (1d4+8, 9x/day), Intense Spells
Prepared Spells	**Wizard (CL 3rd):** **2nd** – *acid arrow, elemental touch, flaming sphere* **1st** – *magic missile (3x), shocking grasp* **0th** – *acid splash, detect magic, light, read magic*	**Wizard (CL 7rd):** **4th** – *detonate, fear, fire shield* **3rd** – *fireball (2x), flame arrow, pain strike* **2nd** – *acid arrow, elemental touch, fire breath, flaming sphere, invisibility* **1st** – *charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp* **0th** – *acid splash, detect magic, light, read magic*	**Wizard (CL 13th):** **7th** – *delayed blast fireball, prismatic spray* **6th** – *chain lightning, disintegrate, dispel magic (greater)* **5th** – *cloudkill, cone of cold, hold monster, lightning arc, telekinesis* **4th** – *detonate, fear, fire shield, fire trap, firefall* **3rd** – *fireball (3x), flame arrow (2x), pain strike* **2nd** – *acid arrow, elemental touch, fiery shuriken, fire breath, flaming sphere, invisibility* **1st** – *charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp* **0th** – *acid splash, detect magic, light, read magic*	**Wizard (CL 17th):** **9th** – *prismatic sphere* **8th** – *charm monster (mass), incendiary cloud, sunburst* **7th** – *delayed blast fireball (2x), hold person (mass), prismatic spray* **6th** – *acid fog, chain lightning, disintegrate, dispel magic (greater), energy hammer, summon monster VI* **5th** – *cloudkill, cone of cold, hold monster, lightning arc, pain strike (mass), telekinesis* **4th** – *detonate, fear, fire shield (2x), fire trap, firefall* **3rd** – *fireball (3x), flame arrow (2x), pain strike* **2nd** – *acid arrow, elemental touch, fiery shuriken, fire breath (2x), flaming sphere, invisibility* **1st** – *charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp* **0th** – *acid splash, detect magic, light, read magic*
Statistics				
Ability Scores	**Str** 7, **Dex** 12, **Con** 9, **Int** 19, **Wis** 13, **Cha** 12	**Str** 7, **Dex** 12, **Con** 9, **Int** 20, **Wis** 13, **Cha** 12	**Str** 7, **Dex** 12, **Con** 10, **Int** 21, **Wis** 13, **Cha** 12	**Str** 7, **Dex** 12, **Con** 10, **Int** 22, **Wis** 13, **Cha** 12
Core Attack	**Base Atk** +1; **CMB** -1; **CMD** 10	**Base Atk** +3; **CMB** +1; **CMD** 14	**Base Atk** +6; **CMB** +4; **CMD** 21	**Base Atk** +8; **CMB** +6; **CMD** 23
Feats	Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Scribe Scroll	Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis)	Brew Potion, Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Greater Elemental Focus (Greater Elemental Focus (Fire)), Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Focus (Evocation, FireSchool), Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis)	Arcane Blast, Arcane Strike, Brew Potion, Combat Casting, Discovery (Arcane Builder) (Brew Potion), Discovery (Fast Study), Elemental Focus (Elemental Focus (Fire)), Fast Learner, Greater Elemental Focus (Greater Elemental Focus (Fire)), Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Focus (Evocation, FireSchool), Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +1, Appraise +4, Artistry +4, Bluff +1, Climb -2, Craft (Untrained) +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +4, Perform (Untrained) +1, Ride +1, Sense Motive +4, Sleight of Hand +2, Spellcraft +10, Stealth +1, Survival +2, Swim -2, Use Magic Device +4	Acrobatics +1, Appraise +5, Artistry +5, Bluff +1, Climb -2, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +14, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +12, Perception +8, Perform (Untrained) +1, Ride +1, Sense Motive +8, Sleight of Hand +2, Spellcraft +15, Stealth +1, Survival +2, Swim -2, Use Magic Device +8	Acrobatics +1, Appraise +9, Artistry +5, Bluff +1, Climb -2, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +21, Knowledge (Dungeoneering) +21, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +21, Perception +9, Perform (Untrained) +1, Ride +1, Sense Motive +9, Sleight of Hand +2, Spellcraft +21, Stealth +1, Survival +2, Swim -2, Use Magic Device +8	Acrobatics +1, Appraise +15, Artistry +6, Bluff +1, Climb -2, Craft (Untrained) +6, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +26, Knowledge (Dungeoneering) +26, Knowledge (Geography) +26, Knowledge (History) +26, Knowledge (Local) +26, Knowledge (Nature) +16, Knowledge (Planes) +22, Perception +9, Perform (Untrained) +1, Ride +1, Sense Motive +9, Sleight of Hand +2, Spellcraft +26, Stealth +1, Survival +2, Swim -2, Use Magic Device +8
Languages	Common, Abyssal, Dwarven, Goblin, Orc	Common, Abyssal, Dwarven, Goblin, Orc, Halfling	Common, Abyssal, Dwarven, Goblin, Orc, Halfling	Common, Abyssal, Dwarven, Goblin, Orc, Halfling, Read Lips
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Wizard Spell (3x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (7x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (13x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (17x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School
Treasure	quarterstaff; masterwork ring; scholar's outfit; dagger (2x); *wand of cure light wounds;* spellbook **19 gp**	*robes of deflection +2;* quarterstaff; masterwork ring; scholar's outfit; *dagger +1*; *wand of cure moderate wounds;* spellbook **51 gp**	*cloak of deflection +4; ring of luck +2;* quarterstaff; masterwork ring; scholar's outfit; *+2 flaming dagger*; *wand of cure serious wounds;* spellbook **141 gp**	*necklace of deflection +3; cloak of deflection +4; ring of luck +2; boots of insight +2;* quarterstaff; masterwork ring; scholar's outfit; *+1 dancing dagger; +2 flaming dagger*; *wand of cure critical wounds;* spellbook **34 pp; 78 gp**
Magic				
Spells per Day	**Wizard (CL 3rd)** 4+0 / 3+1 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 15+spell level	**Wizard (CL 7th)** 4+0 / 6+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 / 0 DC 16+spell level	**Wizard (CL 13th)** 4+0 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 2+1 / 1+1 / 0 DC 16+spell level	**Wizard (CL 17th)** 4+0 / 6+1 / 6+1 / 5+1 / 5+1 / 5+1 / 5+1 / 3+1 / 2+1 DC 17+spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

Table 66: Attitude Modifiers for Rhirem

Name	Condition	Effect	Notes
Commerce	Hire	+2, +1 per day hired	Maximum total impact +6
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Bonus Wizard Spell (17x) Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Divination Opposition School You have chosen divination spells as an opposition school. Preparing an divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an divination spell as a prerequisite.

Elemental Wall (Sp) You can create a wall of energy that lasts for 17 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like Wall of Fire.

Evocation School You have chosen to specialize in evocation spells.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+8 points of damage. This is a force effect. You can use this ability 9 times per day.

Intense Spells (Su) Whenever you cast an evocation spell that deals hit point damage, add +8 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Wood Opposition School You have chosen wood spells as an opposition school. Preparing a wood spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a wood spell as a prerequisite.

Feats

Arcane Blast You can convert any spell into an attack. As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner.

Arcane Strike As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +4 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction. As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Discovery (Arcane Builder) (Brew Potion) You have an exceptional understanding of the theory behind creating magical items. You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type.

Discovery (Fast Study) You can prepare all your spells in 15 minutes. Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute.

Elemental Focus (Elemental Focus (Fire)) Your spells of a certain element are more difficult to resist. Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

Fast Learner Your progress gains extra versatility. When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

Greater Elemental Focus (Greater Elemental Focus (Fire)) Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

Maximize Spell Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Minor Spell Expertise You are able to cast a 1st-level spell as a

spell-like ability. Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Evocation, FireSchool) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis) You have mastered a small handfull of spells, and can prepare these spells without referencing your spellbooks at all. Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

Known Spells

Wizard

0th - *Acid Splash, Daze, Detect Magic, Flare, Light, Read Magic, Spark*

1st - *Charm Person, Flare Burst, Magic Missile, Protection from Law, Ray of Enfeeblement, Shield, Shocking Grasp*

2nd - *Acid Arrow, Boiling Blood, Darkness, Elemental Touch, Fiery Shuriken, Fire Breath, Flaming Sphere, Invisibility*

3rd - *Fireball, Flame Arrow, Flash Fire, Haste, Pain Strike*

4th - *Detonate, Elemental Body I, Fear, Fire Shield, Fire Trap, Firefall*

5th - *Baleful Polymorph, Cloudkill, Cone of Cold, Hold Monster, Lightning Arc, Pain Strike, Mass, Summon Monster V, Telekinesis*

6th - *Acid Fog, Chain Lightning, Cold Ice Strike, Disintegrate, Dispel Magic (Greater), Enemy Hammer, Summon Monster VI*

7th - *Delayed Blast Fireball, Hold Person (Mass), Invisibility (Mass), Mage's Sword, Prismatic Spray, Summon Monster VII, Teleport (Greater)*

8th - *Charm Monster (Mass), Horrid Wilting, Incendiary Cloud, Prismatic Wall, Stormbolts, Summon Monster VIII, Sunburst, Wall of Lava*

9th - *Energy Drain, Fiery Body, Hold Monster (Mass), Icy Prison, Mass, Prismatic Sphere, Teleportation Circle*

Habits and Logistics

During daylight hours, **Rhirem** will amble about; the GM is free to "place" him anywhere desired (or nowhere).

At night, **Rhirem** will usually (**85%**) be at the **Leaky Cask Tavern**, basically hanging out and looking strange in the hopes that it might serve to attract clients who want to hire his services. He has found that wearing robes indoors, avoiding direct social contact, and being just generally "wizardly" are normally sufficient to generate the sort of attention he's interested in. This matches well with his lazy approach to employment and changing his demeanor; he simply doesn't care. If he is not at the **Tavern**, it's because he's out of the city altogether, working with clients who have hired him for the day (or longer).

Background

Rhirem fell into being a spellcaster almost by accident; the son of a wealthy merchant, he attended schooling, but between his social anxiety and his high intelligence, was unliked and picked on mercilessly. Knowing he couldn't fight back effectively in a physical manner, he asked his parents for a tutor to study magic. Within a few months, he had gathered enough knowledge and skill to repay his tormentors the unkindness visited upon him a hundredfold.

It's unclear whether he had set out to kill the two older boys who had bullied him. But regardless of his original intent, or his claims in heated discussions with the schoolmaster, the authorities, and his parents, he was asked to leave both school and family.

And so, he set out on his own at the tender age of 14, though his parents did then and still send him a stipend, less out of a desire to see him do well and more out of pure guilt at having exiled him from a prosperous and otherwise loving home.

Needless to say, the event pushed him even further away from others, and now, **Rhirem** lives mainly to use his art for the destruction of others. That some people would not only sanction such a perspective, but *pay* for him to do so—well, isn't that just the best way this could have turned out?

In the Obelisk Attack

Rhirem is in the **Tavern** when the attack occurs. At first, he shies away from the chaos, but as soon as it's clear that there is combat taking place, and that the general distraction of everything happening at once means he won't be singled out by the creatures emerging from the fissure, he starts fighting, laying about him in an ecstatic frenzy until his spells are exhausted and he is forced to seek safety.

Perhaps more than any other resident of **Berinncorte**, **Rhirem** thirsts for more of the **Obelisk** and what it has brought forth.

Conversation

What do you think of Berinncorte?

"What do I think of... are you serious? You're serious, aren't you. It's a city. You're in it, right now. You tell me how it is."

Do you know anything about the strife between Zugul and Sheergath?

"Yes. I know it's silly and pathetic and that everyone involved even a little bit should have better things on their mind. You included, apparently, since you're so concerned about it."

What do you think of the Mayor and the government?

"Symms is not my favorite person. But then, nobody is, because you're all horrible. In different ways, mind. You, for example: you're horrible because you ask inane questions."

Tell me about being a magician for hire.

"Magicians do party tricks. I set monsters on fire so others can get the gold in their lair. There's a difference, I'll have you know. *That* is absolutely amazing, and it's the best thing in the world, and I get to do it, so therefore, I am awesome."

Do you do any... other sorts of work on the side?

"My main profession is incinerating other people, or monsters, for gold. And that pays well. What possible purpose would I have doing anything else too?"

Heard anything interesting around here?

"I don't like talking to people. You included, now that we're on the subject."

***Diplomacy** check opposed by **Rhirem's Bluff** check, pressing the above matter:*

"Oh, fine. I spend all my free time at a tavern, drinking and waiting for clients to take note and hire me; of course I hear interesting things! Here's what I know, but it'll cost you. Five gold." *If the succeeding PC pays up, she may make a free roll on the **Rumors and Lore** table. In relating the information, roll a **D6**: on a **1-2**, **Rhirem** accurately relates whether the item is true or not; on a **3-4**, he lies (saying it is true if it isn't, and false if it's true); on a **5-6**, he does not volunteer anything as to the accuracy of the tidbit.*

Rona Stonehammer (Combat Trainer)

CR 1; **XP** 400

Description

Ash "Executioner" may be the city's formal trainer and leader of doing so in the context of the **Militia**, but for the common citizen or visitor, there's no substitute for this dwarven blowhard. She's strong, capable, and demanding, and one can never quite tell if her taunts, boasts, and insults are meant as playful encouragement, biting wit, or simply a social cruelty. In the end, though, it hardly matters: while the occasional comment might sting those with a thin skin, it's difficult not to love and get along with **Rona Stonehammer**.

Appearance

Rona is an intimidating presence, but with a clear sense of humor and general lust for life; in this manner, she's similar to **Ash "Executioner"** the **Militia** trainer. She keeps her hair braided and cut short, and it's not uncommon that she be mistaken for a male dwarf at first glance—**Rona** takes no offense to this generally. Her hair is greying a bit, and as she will admit, she's put on a few pounds since her prime, but she can still dual-wield longswords with the best of them.

Combat Tactics

Rona is a hardened veteran, and a combat trainer: naturally, she won't shy away from a fight, but will choose to fight when the conditions favor her. She's not above **Militia** involvement if circumstances aren't going her way, but will begin combat on her own.

Factions

Rona pays her **Tribute** directly to the city of **Berinncorte**.

In her youth, she was a member of **The Wild Kingdom** for a few years, and still knows a few people in that organization that have achieved leadership positions, but other than those few old friends, has no further current ties to the group.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Dwarf; CN Medium humanoid (dwarf); middle-aged			
Class	Barbarian 2	Barbarian 4 / Fighter 2	Barbarian 6 / Fighter 4	Barbarian 8 / Fighter 6
Initiative	+1	+2	+3	+7
Senses	**Perception** +5; **Darkvision** 60 ft.	**Perception** +7; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +14; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 18, **touch** 12, **ff** 18 (+1 Dex, +1 Dodge, +6 chainmail)	**AC** 20, **touch** 13, **ff** 20 (+2 Dex, +1 Dodge, +7 *chainmail +1*)	**AC** 24, **touch** 14, **ff** 24 (+3 Dex, +1 Dodge, +9 *balanced chainmail +3*); Two-Weapon Defense	**AC** 25, **touch** 14, **ff** 25 (+3 Dex, +1 Dodge, +10 *chainmail of determination +4*); Two-Weapon Defense
hp / HD	**18** (2d12)+2	**45** (4d12)+(2d10)+4	**74** (6d12)+(4d10)+6	**102** (8d12)+(6d10)+8
Saves	**Fort** +3, **Ref** +1, **Will** +0; +2 vs. poison, spells, and spell-like abilities	**Fort** +7, **Ref** +3, **Will** +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +1 Reflex to avoid traps	**Fort** +9, **Ref** +6, **Will** +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps	**Fort** +11, **Ref** +7, **Will** +4; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps; DR 1/-

	Low	Moderate	Advanced	Elite
Defensive Abilities	Uncanny Dodge	Uncanny Dodge; Trap Sense +1	Improved Uncanny Dodge; Trap Sense +2	Improved Uncanny Dodge; Trap Sense +2
Offense				
Movement	**Speed** 30 ft.; **Fast Movement**			
Attacks	**Melee** longsword +5 (1d8+3/19-20) or **Melee** dagger +5 (1d4+1/19-20) or **Ranged** dagger (thrown) +3 (1d4+3/19-20)	**Melee** masterwork longsword +11 (1d8+1/19-20) or **Melee** dagger +9/+4 (1d4+3/19-20) or **Ranged** dagger (thrown) +8/+3 (1d4+3/19-20)	**Melee** *+1 shocking longsword* +15/+10 (1d8+4/19-20) or **Melee** *+2 courageous longsword* +16 (1d8+5/19-20) or **Melee** dagger +13/+8 (1d4+3/19-20) or **Ranged** dagger (thrown) +13/+8 (1d4+3/19-20)	**Melee** *+2 courageous longsword* +21/+16 (1d8+6/19-20) or **Melee** *+3 corrosive burst longsword* +22/+17/+12 (1d8+7/19-20) or **Melee** dagger +17/+12/+7 (1d4+3/19-20) or **Ranged** dagger (thrown) +17/+12/+7 (1d4+3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	-	Knockdown	Knockdown	Knockdown, Powerful Blow
Statistics				
Ability Scores	**Str** 16, **Dex** 13, **Con** 10, **Int** 10, **Wis** 11, **Cha** 10	**Str** 16, **Dex** 15, **Con** 10, **Int** 10, **Wis** 11, **Cha** 10	**Str** 16, **Dex** 16, **Con** 10, **Int** 10, **Wis** 11, **Cha** 10	**Str** 16, **Dex** 17, **Con** 10, **Int** 10, **Wis** 11, **Cha** 10
Core Attack	**Base Atk** +2; **CMB** +5; **CMD** 17 (21 vs. bullrush or trip)	**Base Atk** +6; **CMB** +9; **CMD** 22 (26 vs. bullrush or trip)	**Base Atk** +10; **CMB** +13; **CMD** 27 (31 vs. bullrush or trip)	**Base Atk** +14; **CMB** +17; **CMD** 31 (35 vs. bullrush or trip)
Feats	Dodge	Dodge, Intimidating Prowess, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)	Combat Reflexes, Dodge, Double Slice, Intimidating Prowess, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)	Combat Reflexes, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Intimidating Prowess, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (Longsword)
Skills	Acrobatics +1, Climb +3, Escape Artist -4, Fly -4, Intimidate +5, Perception +5, Ride -4, Stealth -4, Swim -2	Acrobatics +7, Climb +6, Escape Artist -2, Fly -2, Intimidate +12, Perception +7, Ride -2, Stealth -2, Swim -1	Acrobatics +11, Climb +11, Intimidate +14, Perception +11	Acrobatics +14, Climb +14, Intimidate +17, Perception +14
Languages	Common, Dwarven			
Special Qualities	Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Rolling Dodge, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Damage Reduction, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Rolling Dodge, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training

	Low	Moderate	Advanced	Elite
Treasure	longsword (2x); dagger (2x); chainmail 18 gp	masterwork longsword (2x); dagger (2x); *+1 chainmail* 64 gp	*+1 shocking longsword; +2 courageous longsword*; dagger (2x); *+3 balanced chainmail* 6 pp; 133 gp	*+3 corrosive burst longsword; +2 courageous longsword*; dagger (2x); *+4 chainmail of determination* 34 pp; 281 gp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

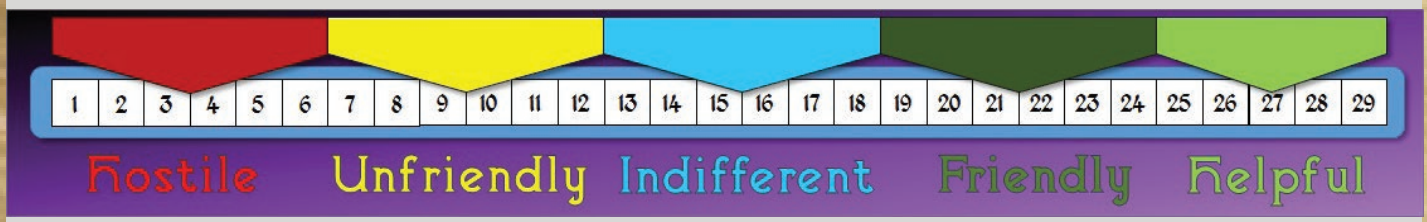


Table 67: Attitude Modifiers for Rona Stonehammer

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum

Name	Condition	Effect	Notes
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Powerful Blow (Ex) You gain a +3 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 18 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 28 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +2 dodge bonus to your Armor Class against ranged attacks for 1 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is

invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultanoeusly, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 4. You can only deal this additional damage once each round.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Rona** will be in her stall in the **Town Square**, hawking and delivering her services.

At night, she will steep in the wine, song, and warmth of the **Shanty Town** area of **Town Square.**

Background

Rona was born to a proud, though poor, dwarven family. Farmers by trade, they thus occupied one of the lower, yet essential, roles in the race's culture: food is of course necessary to live, but requires being out of doors and relatively socially isolated, and was generally speaking not too profitable. The **Stonehammer** clan began as militants, capable members of the dwarven military who often held leadership roles, but in prolonged times of peace, they took up farming as a functional alternative to butchery.

As she matured, and grew in stature as well as physical prowess, it became clear that **Rona** was certainly not for the farming life, and any attempts to force the matter would either push her into a desperate escape from the lifestyle, or if she gave in, depress something essential about her spirit. And so her parents scraped together what money they could, and gave her the opportunity to set forth and make her name in the world. Eight years of occasionally-profitable adventuring later, **Rona** had a good deal of spirit and fight left in her... but the risk seemed too great, at least going it alone.

These days, she trains and taunts, and will occasionally consider joining a band of adventurers for the fun of it (and a share of the loot).

In the Obelisk Attack

Sadly, **Rona** perishes trying to escort others to safety.

Conversation

What do you think of Berinncorte?

"Ah, I've been a lot of places, and this is as fine as any I've seen. Not dirty enough, you ask me, though. I never trust anybody who doesn't like to get their hands messy once in a while, and the same holds true for cities. Too clean. Makes you wonder why they feel the need to wash up so often, you know what I mean?"

Do you know anything about the strife between Zugul and Sheergath?

"Two churches, with an ideological difference between them? And each seems to be exploiting it to summon fervor for their flock? What a unique situation. Certainly never seen that before. In any city in the entire Realm." *The sarcasm seems as though it has a personal edge to it, but she doesn't volunteer more.*

What do you think of the Mayor and the government?

"Symms is all right. Mind, I've not shared drinks with the lady, so I can't claim to know her mind, but she seems to do right by the city, even if common word is that she does so with a hard hand."

Tell me about being a trainer.

"I get to yell at people, and hit them with sticks. And then they pay me. Usually they even thank me, too. So to answer your question, it's pretty much the best thing ever. It's a lot of the excitement of adventuring, but at the end of the day, I don't have to find a cleric to help grow my arm back after an ogre bit it off."

Do you do any... other sorts of work on the side?

"For the right price, I can usually be coerced into joining a group of adventurers, if the risk isn't too great, and I get a share of the treasure too."

Shakira Alam (Merchant)

CR 2; **XP** 600

Description

Berinncorte's primary source of locks, ropes, chains, cages, and all manner of binding things, **Shakira Alam** is a young halfling rogue and ranger with myriad talents and a short attention span. One wonders at her ability to stand in her stall, day in, day out, and wait for business; indeed, much of the time, she's whittling something or woodworking. She has a strong relationship with most of the other female merchants in town, and is romantically involved with **Elizavetta Burak**; the halfling lock merchant doesn't care a whit about her companion's chosen profession, and is not threatened in the least that her lover is herself lover to many others.

Appearance

Short and slender, **Shakira** prefers loose leather armor rather than the more form-fitting manner more stereotypical of her gender. It's difficult to get, generally, and so much of her armor has been custom-made by tailors and leathercrafters. **Shakira** has reddish-black hair, a bizarre genetic anomaly that most assume is an affectation made possible by dye. She keeps it chin-length and straight; it frames her face in an effortless but not unpretty manner.

Combat Tactics

Shakira won't wade into an existing combat, or seek one out, but won't flee from one once started, either. Her short temper, dwindling attention span, and generally impetuous nature have made unsought combat an occasional necessity; she knows her way around a blade.

Factions

Shakira has been solicited by the **Emerald Garden**, but truthfully doesn't care much for the environment as an entity unto itself. She has great respect for nature, and will go out of her way to benefit it and avoid disrupting it to too great an avoidable extent. But her experience with, and her very interest in, nature has taught her that Gaia does all right by herself; the very most that is required of any who are truly concerned for the Realm is to stay out of Her way as much as possible, and let her do her own thing.

As a result, her **Tribute**, while she is in the city, goes to **Berinncorte City** itself.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 200	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Halfling; CN Small humanoid (halfling)			
Class	Rogue 2 / Ranger 1	Rogue 3 / Ranger 3	Rogue 5 / Ranger 5	Rogue 7 / Ranger 7
Initiative	**+3**	**+3**	**+3**	**+7**
Senses	**Perception** +3	**Perception** +4	**Perception** +4	**Perception** +5
Defense				
Armor Class	**AC** 19, **touch** 15, **ff** 15 (+1 size, +3 Dex, +1 Dodge, +3 studded leather armor, +1 light wooden shield)	**AC** 22, **touch** 15, **ff** 18 (+1 size, +3 Dex, +1 Dodge, +4 *studded leather armor +1*, +3 *light wooden shield +1*)	**AC** 23, **touch** 15, **ff** 23 (+1 size, +3 Dex, +1 Dodge, +5 *studded leather armor +2*, +3 *light wooden shield +1*)	**AC** 24, **touch** 15, **ff** 24 (+1 size, +3 Dex, +1 Dodge, +6 *balanced studded leather armor +3*, +3 *light wooden shield +1*)
hp / HD	**23** (2d8)+(1d10)+5	**43** (3d8)+(3d10)+9	**72** (5d8)+(5d10)+15	**101** (7d8)+(7d10)+21
Saves	**Fort** +4, **Ref** +9, **Will** +2; +2 vs. fear	**Fort** +6, **Ref** +10, **Will** +5; +2 vs. fear; +1 Reflex to avoid traps	**Fort** +7, **Ref** +12, **Will** +5; +2 vs. fear; +1 Reflex to avoid traps	**Fort** +9, **Ref** +14, **Will** +8; +2 vs. fear; +2 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion, Trap Sense +1	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge

	Low	Moderate	Advanced	Elite
Offense				
Movement	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft. ; **Woodland Stride**
Attacks	**Melee** gladius (small) +2 (1d4-1/19-20) or **Melee** light wooden shield (small) +2 (1d2-1) or **Melee** dagger (small) +2 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +6 (1d3-1/19-20) **Melee** masterwork gladius (small) +6 (1d4-1/19-20) or **Melee** *+1 light wooden shield (small)* +5 (1d2-1) or **Melee** dagger (small) +5 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +9 (1d3-1/19-20)	**Melee** *+1 light wooden shield (small)* +12 (1d2-1) or **Melee** *+2 gladius (small)* +15/+10 (1d4+1/19-20) or **Melee** dagger (small) +12/+7 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +12/+7 (1d3-1/19-20)	**Melee** *+1 light wooden shield (small)* +16 (1d2-1) or **Melee** *+3 countering gladius (small)* +20/+15/+10 (1d4+2/19-20) or **Melee** dagger (small) +16/+11/+6 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +16/+11/+6 (1d3-1/19-20)	
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Humanoid (Dwarf) +2, Sneak Attack 1d6	Humanoid (Dwarf) +2, Sneak Attack 2d6	Humanoid (Dwarf) +4, Humanoid (Goblinoid) +2, Sneak Attack 3d6	Humanoid (Dwarf) +4, Humanoid (Goblinoid) +2, Sneak Attack 4d6
Prepared Spells	-	-	**Ranger (CL 5th):** **1st** – *charm animal* (DC 13), *read magic*	**Ranger (CL 7th):** **2nd** - *barkskin* **1st** – *charm animal* (DC 14), *read magic*
Statistics				
Ability Scores	**Str** 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 13, **Cha** 12	**Str** 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 14, **Cha** 12	**Str** 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 15, **Cha** 12	**Str** 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 16, **Cha** 12
Core Attack	**Base Atk** +2; **CMB** +0; **CMD** 14	**Base Atk** +5; **CMB** +3; **CMD** 17	**Base Atk** +8; **CMB** +6; **CMD** 20	**Base Atk** +12; **CMB** +14; **CMD** 24
Feats	Dodge, Quick Draw	Deceitful, Dodge, Endurance, Quick Draw, Shield Focus	Deceitful, Dodge, Endurance, Quick Draw, Shield Focus, Weapon Finesse, Weapon Focus (Gladius)	Agile Maneuvers, Deceitful, Dodge, Endurance, Improved Initiative, Improved Shield Bash, Quick Draw, Shield Focus, Weapon Finesse, Weapon Focus (Gladius)
Skills	Acrobatics +3, Appraise -1, Bluff +7, Climb -1, Craft (Untrained) -1, Diplomacy +6, Disable Device +8, Disguise +5, Escape Artist +1, Fly +3, Heal +1, Intimidate +6, Perception +3, Perform (Untrained) +1, Ride +1, Sense Motive +7, Sleight of Hand +7, Stealth +5, Survival +1, Swim -3, Use Magic Device +6	Acrobatics +5, Appraise -1, Bluff +11, Climb +1, Craft (Untrained) -1, Diplomacy +9, Disable Device +12, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +8, Perception +4, Perform (Untrained) +1, Ride +3, Sense Motive +10, Sleight of Hand +11, Stealth +7, Survival +2, Swim -1, Use Magic Device +8	Acrobatics +5, Appraise -1, Bluff +14, Climb +1, Craft (Untrained) -1, Diplomacy +12, Disable Device +16, Disguise +10, Escape Artist +3, Fly +5, Heal +2, Intimidate +12, Perception +4, Perform (Untrained) +1, Ride +3, Sense Motive +13, Sleight of Hand +14, Stealth +7, Survival +2, Swim -1, Use Magic Device +12	Acrobatics +5, Appraise -1, Bluff +19, Climb +1, Craft (Untrained) -1, Diplomacy +15, Disable Device +21, Disguise +11, Escape Artist +3, Fly +5, Heal +3, Intimidate +15, Perception +5, Perform (Untrained) +1, Ride +3, Sense Motive +18, Sleight of Hand +17, Stealth +7, Survival +3, Swim -1, Use Magic Device +15
Languages	Common, Halfling			

	Low	Moderate	Advanced	Elite
Special Qualities	Charmer, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +2	Charmer, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +4	Black Market Connections, Charmer, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Hunting Companions, Keen Senses, Sure-Footed, Track +2, Trapfinding, Weapon Familiarity, Wild Empathy +6	Black Market Connections, Charmer, Deft Palm, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Hunting Companions, Keen Senses, Sure-Footed, Track +3, Trapfinding, Weapon Familiarity, Wild Empathy +8, Woodland Stride
Treasure	gladius (small); light wooden shield (small); studded leather armor (small); dagger (4x, small) 22 gp	masterwork gladius (small); *+1 light wooden shield (small)*; *+1 studded leather armor (small)*; dagger (4x, small) 66 gp	*+2 gladius (small)*; *+1 light wooden shield (small)*; *+2 studded leather armor (small)*; dagger (4x, small) 97 gp	*+3 countering gladius (small)*; *+1 light wooden shield (small)*; *+3 balanced studded leather armor (small)*; dagger (4x, small) 168 gp
Magic				
Spells per Day	-	-	**Ranger (CL 5):** 0/2/0/0/0/0/0/0/0 DC: 13 + spell level	**Ranger (CL 7):** 0/2/1/0/0/0/0/0/0 DC: 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

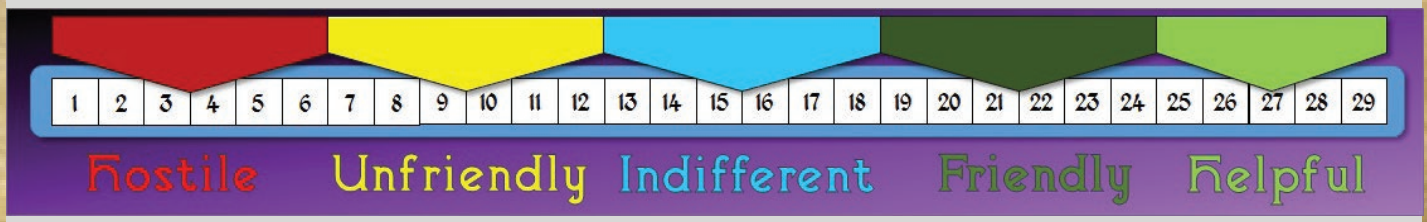


Table 68: Attitude Modifiers for Shakira Alam

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	**Does not stack with other attack-based modifiers**
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Black Market Connections (Ex) A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.

Charmer (Ex) 2/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Humanoid (Dwarf) (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against dwarves. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Humanoid (Goblinoid) (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against goblinoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 3 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Track (Ex) You gain +3 to Survival checks made to follow tracks.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+8 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Gladius) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Shakira** will most of the time (**60%**) be at her stall in **Town Square**. The remainder of the time, she will be outside the city proper, foraging for supplies, trading elsewhere, or just roaming the countryside.

At night, there's a good possibility (**70%**) that the halfling merchant will be with many of her colleagues in the **Shanty Town** area of **Town Square**. Elsewise, she will be out of the city, staying elsewhere, or sleeping under the stars.

Background

Shakira never knew her parents; she was raised by monks far in the East of the Realm who were sworn to silence about her origins. As she matured and grew, so did her desire to know more about her past and lineage, but after five years of increasingly desperate searching across many parts of the land, she has changed her perspective a bit.

Though she will never give up her search, she recognizes that whether or not she will ever learn the truth of her heritage, in the meantime, she will only do herself a disservice if she does not focus at least a bit on herself and her own fulfillment, independent of the parents whom she never knew.

In the Obelisk Attack

Shakira survives, as she is out of town hunting when the **Obelisk Erupts**. In the aftermath, she is stricken with the loss of her lover, **Elizavetta**.

Conversation

What do you think of Berinncorte?

"Fair. Yeah, that's how I'd assess it: fair."

Do you know anything about the strife between Zugul and Sheergath?

"Bit odd to begin with, folk devoting themselves to a god like that. When has a god ever dabbled overmuch in our lives? I mean, clerics get some return attention, but most folk who show up once a week don't get much to show for it except a lighter pocket once the collection basket travels 'round. So you got a lotta folk who are just plain odd about doing church at all. Then you got folk, more and more I hear, who aren't content to just do church, no; it's to the point where you've gotta prevent other odd folk from doing *their*

church. Foolery atop foolery, you ask me."

What do you think of the Mayor and the government?

"Symms is all right. I'd like her a lot better if she came 'round more often, maybe softened up on her garb, you know? Greatsword and armor is all right for keeping the peace and all, but doesn't do much for the emotions of the citizenry. Especially *this* citizenry. Symms could be easy on the eyes if she just gave a damn about it at all."

Tell me about being a merchant.

"Everyone's got something that's important to 'em. Rich folk, yeah, they've all got a lot to be protective of. But even us poor folk, regular folk, there's always something we don't want falling into the wrong hands. Even if it's just nostalgia, or emotional value. Doesn't gotta be platinum to be worth your life for keeping safe. So everyone's gotta need for locks, is my point, here, you understand?"

Do you do any... other sorts of work on the side?

"I hate dragons, and ogres, and bears, and trolls. And pretty much anything that might be guarding a gold piece, you catch my drift. You all need some help in that regard? Need another blade, someone handy with a bow, knows her way around a forest? I might be your girl, you keep in touch, right?"

Skutt Krundar (Militia Vice Captain)

CR 2; **XP** 600

Description

The second-in-command of the **Berinncorte Militia** is a somewhat brusque dwarf with ambitions of power: he sees the time is nearly nigh for someone like him to take over either the **Mayor's** or the **Militia Captain's** position. He stops short of openly disrespecting either figure in public or to their faces, but it's obvious to any who watch that having to obey them both rankles the dwarf to no end.

Appearance

Skutt is a tall dwarf with lanky arms and legs but a solid and thickly-built chest. His beard is reddish-brown with streaks of black; he likes to say that it looks like volcanic rock.

Combat Tactics

Skutt has heavy power with both ranged and melee weaponry, and will deploy both or either as circumstances merit. If fighting alone against a superior force, he will summon his comrades; anywhere in the city, there is a cumulative **10%** chance (i.e., **10%** the first round, **20%** the second, and so on) that **2d4+1 Berinncorte Militia** will arrive in support of their vice-captain.

If clearly overwhelmed, or when reduced to fewer than **10** hit points, he will attempt to surrender, hoping to fight and scheme another day... but he will not soon forget the attack, and will try his best to ambush the PCs using **12** of his colleagues-in-arms once he has recovered from the wounds.

Factions

Berinncorte Militia, of course, to which his **tribute** is paid annually.

He has also served in **Mace and Blade**, about six years ago, and then only for a year.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Dwarf; LN Medium humanoid (dwarf)			
Class	Fighter 2	Fighter 6	Fighter 12	Fighter 16
Initiative	+0	+0	+4	+5
Senses	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 16, **touch** 10, **ff** 16 (+6 chainmail)	**AC** 17, **touch** 10, **ff** 17 (+7 splint mail)	**AC** 18, **touch** 10, **ff** 18 (+8 half-plate armor); Combat Expertise	**AC** 21, **touch** 11, **ff** 20 (+1 Dex, +10 *full plate armor +1*); Combat Expertise
hp / HD	**19** (2d10)+8	**70** (6d10)+30	**139** (12d10)+60	**174** (16d10)+80
Saves	**Fort** +8, **Ref** +0, **Will** +0; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +11, **Ref** +2, **Will** +2; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +14, **Ref** +6, **Will** +6; +3 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	**Fort** +16, **Ref** +8, **Will** +8; +4 Will vs. fear; +2 vs. poison, spells, and spell-like abilities
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** greataxe +5 (2H: 1d12+4/x3) or **Melee** dagger +5 (1d4+3/19-20) or **Ranged** dagger (thrown) +2 (1d4+3/19-20) or **Ranged** heavy crossbow +2 (1d10/19-20)	**Melee** *+1 greataxe* +12/+7 (2H: 1d12+6/x3) or **Melee** dagger +9/+4 (1d4+3/19-20) or **Ranged** dagger (thrown) +6/+1 (1d4+3/19-20) or **Ranged** heavy crossbow +6/+1 (1d10/19-20)	**Melee** *+2 flaming greataxe* +21/+16/+11 (2H: 1d12+10/x3) or **Melee** dagger +16/+11/+6 (1d4+4/19-20) or **Ranged** dagger (thrown) +12/+7/+2 (1d4+4/19-20) or **Ranged** heavy crossbow +13/+8/+3 (1d10+1/19-20) or **Melee** gauntlet +16/+11/+6 (1d3+4)	**Melee** *+3 flaming burst greataxe* +28/+23/+18/+13 (2H: 1d12+12/19-20/x3) or **Melee** dagger +21/+16/+11/+6 (1d4+5/19-20) or **Ranged** dagger (thrown) +18/+13/+8/+3 (1d4+5/19-20) or **Ranged** heavy crossbow +19/+14/+9/+4 (1d10+2/19-20) or **Melee** gauntlet +20/+15/+10/+5 (1d3+4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 16, **Dex** 11, **Con** 17, **Int** 13, **Wis** 10, **Cha** 7	**Str** 16, **Dex** 11, **Con** 18, **Int** 13, **Wis** 10, **Cha** 7	**Str** 18, **Dex** 11, **Con** 18, **Int** 13, **Wis** 10, **Cha** 7	**Str** 18, **Dex** 12, **Con** 18, **Int** 13, **Wis** 10, **Cha** 7
Core Attack	**Base Atk** +2; **CMB** +5; **CMD** 15 (19 vs. bullrush or trip)	**Base Atk** +6; **CMB** +9; **CMD** 19 (23 vs. bullrush or trip)	**Base Atk** +12; **CMB** +16; **CMD** 26 (30 vs. bullrush or trip)	**Base Atk** +16; **CMB** +20; **CMD** 31 (35 vs. bullrush or trip)
Feats	Cleave, Great Fortitude, Power Attack	Cleave, Cleaving Finish, Great Cleave, Great Fortitude, Improved Cleaving Finish, Power Attack, Weapon Focus (Greataxe)	Bloody Assault, Cleave, Cleaving Finish, Combat Expertise, Great Cleave, Great Fortitude, Improved Cleaving Finish, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Strike Back, Weapon Focus (Greataxe)	Bloody Assault, Cleave, Cleaving Finish, Combat Expertise, Critical Focus, Great Cleave, Greater Weapon Focus (Greataxe), Great Fortitude, Improved Cleaving Finish, Improved Critical (Greataxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Strike Back, Weapon Focus (Greataxe)
Skills	Acrobatics -5, Appraise +1, Artistry +1, Bluff -2, Climb +2, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Intimidate +3, Perform (Untrained) -2, Profession (Soldier) +5, Ride -5, Stealth -5, Survival +4, Swim -2	Acrobatics -6, Appraise +1, Artistry +1, Bluff -2, Climb +3, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -6, Intimidate +7, Perform (Untrained) -2, Profession (Soldier) +9, Ride -6, Stealth -6, Survival +6, Swim -3	Acrobatics -4, Appraise +1, Artistry +1, Bluff -2, Climb +9, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Intimidate +13, Perform (Untrained) -2, Profession (Soldier) +15, Ride -4, Stealth -4, Survival +9	Appraise +1, Artistry +1, Bluff -2, Climb +14, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Intimidate +17, Perform (Untrained) -2, Profession (Soldier) +19, Survival +11, Swim +3
Languages	Common, Dwarven, Gnome			

	Low	Moderate	Advanced	Elite
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	greataxe; chainmail; heavy crossbow; crossbow bolts (10x); dagger	*+1 greataxe*; splint mail; heavy crossbow; crossbow bolts (10x); dagger	*+2 flaming greataxe*; half-plate armor; heavy crossbow; crossbow bolts (10x); dagger	*+3 flaming burst greataxe*; *+1 full plate armor*; heavy crossbow; crossbow bolts (10x); dagger

Attitude Tracker

Starting Attitude: 18 (Indifferent)

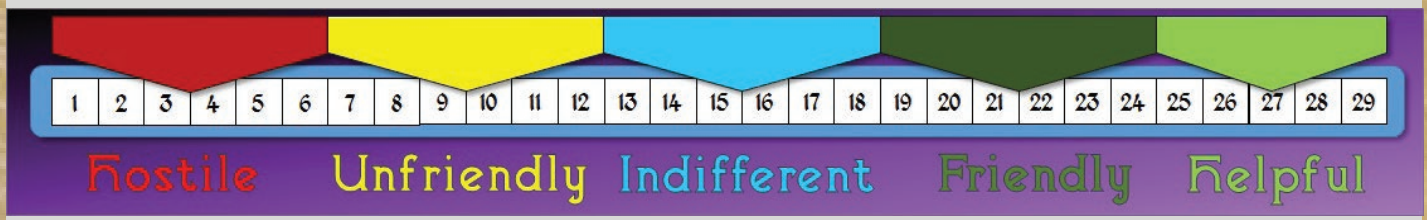


Table 69: Attitude Modifiers for Skutt Krundar

Name	Condition	Effect	Notes
Commerce	Outright bribe	+1 per 100 gp offered	Maximum effect +5 for 500 gp. All such offers will be rejected, however; Skutt views the very attempt to be an insult
Conversation	Each successful skill check in conversation	**+2**	Reflects Skutt's confidence in the party and the extent to which he is impressed by them and their abilities
Conversation	Show a positive impression of the city and/or its Militia	**+2**	-
Extant	Party contains one or more PCs with one or more classes of Fighter	+1 per PC having any Fighter levels; +1 for every 5 full class levels of Fighter total	For example, if the party contains one PC of Fighter 4, and a second PC of Fighter 7, the total Attitude Modifier is +2
Conversation	Engage in conversation	-1	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +3 Light Blades +1 Crossbows +2

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points

of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Greataxe) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Cleaving Finish You can cut down many opponents in a single strike. You can use Cleaving Finish any number of times per round.

Improved Critical (Greataxe) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Staggering Critical Your critical hits cause opponents to slow down. Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 26. The effects of this feat do not stack. Additional hits instead add to the duration.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Skutt** is typically (**70%**) in the **Garrison/Barracks**, tending to the duties of a vice captain. The remainder of the time, he will be out and about the town, or outside it; the GM is free to "place" him wherever desired.

At night, **Skutt** will sometimes (**20%**) grab an indulgent ale and meal at the **Leaky Cask Tavern**; the rest of the time, he will be in the **Barracks**, finishing his duties and then getting some sleep.

Background

Skutt is a hard-headed grunt of a man. He longs for the simple life of a mercenary fighter, but he gets easily frustrated due to his intelligence—it galls him to take orders from anyone whom he feels is either wrong, less smart than himself, or, gods forbid, both at once.

He will say that he left **Mace and Blade** on his own will—but the truth is, his commander grew irate and the two nearly came to blows. **Skutt** was transferred to a different city and a different leader, but soon confronted him, too. It was made clear to the dwarf that he should take his talents to another guild, or else. Furious at what he felt to be unfair treatment at the hands of simpletons, **Skutt** was only too happy to oblige.

In the Obelisk Attack

All of **Skutt's** Machiavellian plans burn up in ash when the **Obelisk** Erupts. Conniving he may be, but his heart has ever been in the right place; sensing a dire threat to his city, he seizes upon his duty, and sets about him, defending his fellow citizens.

In the fray, he finds himself leaping into battle to defend **Tansden**, the captain he has long sought to overthrow. In a cruel twist of fate, the dwarf dies defending the man he had plotted against; as his life slips from him at last, he smiles grimly, content in the knowledge that he at least did the right thing.

Conversation

What do you think of Berinncorte?

"Nice place. Glad I'm here."

Do you know anything about the strife between Zugul and Sheergath?

"It's a shame, really. Both churches seem good for the people. Both have a following. But faith has a way of being embattled."

What do you think of the Mayor and the government?

"The town is peaceful, it must be said—but more because of us Militiamen than the Mayor. Symms is out of her depth. Berinncorte needs a true leader, someone with militant background and a spine of steel, to steer her right."

Tell me about being a militia vice captain.

"Well, you could say it's the second best thing to be in the city. Or third, if you count the Mayor's post. Past that? It's all right. These folk are all right; most of 'em have a head on their shoulders and a good heart, even if they are mostly idiots."

Do you do any... other sorts of work on the side?

"I sing, dance, and take lovers for hire at the tavern, of course; isn't it obvious? What sort of question is that?"

Sorille (Courier)

CR 3; **XP** 800

Description

This elven courier is on retainer for the city of **Berinncorte**, under payment and seal of **Mayor Symms** herself. Messages of sufficient criticality are infrequent, however, and so **Sorille** spends a goodly deal of time hunting in the surrounding territory, and picking up side jobs where she can.

Appearance

At first glance, she doesn't appear quick—she's somewhat beefily built for an elf, shy of portly but with definitively more meat on her bones than one might expect from a courier. Dark-brown freckles dot her face and shoulders; she styles her long hair so that it obscures them as much as is feasible.

Combat Tactics

Sorille is well used to fighting, and usually on her own—the open road dissuades allies, and encourages ambushes. She won't hesitate to fight back, but also recognizes that conflict is often unnecessary, if one can determine what is desired and find an alternate means of providing it.

She spends enough time in the city, and in the **Mayor's House**, that she realizes the value in calling the **Militia** if needed; if confronted out on the streets, she will maneuver closer to a **Militia Guard Post**.

Factions

Sorille is a member of the **Squirrelheel Couriers**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Female Elf; CG Medium humanoid (elf)			
Class	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Initiative	+8	+8	+8	+8
Senses	**Perception** +10; **Low-Light Vision**	**Perception** +14; **Low-Light Vision**	**Perception** +19; **Low-Light Vision**	**Perception** +23; **Low-Light Vision**
Defense				
Armor Class	**AC** 18, **touch** 15, **ff** 13 (+4 Dex, +1 dodge, +3 studded leather armor)	**AC** 19, **touch** 15, **ff** 14 (+4 Dex, +1 dodge, +4 *studded leather armor +1*)	**AC** 20, **touch** 15, **ff** 15 (+4 Dex, +1 dodge, +5 *shadowed studded leather armor +2*)	**AC** 23, **touch** 17, **ff** 18 (+4 Dex, +1 dodge, +2 deflection, +8 *deflecting studded leather armor*)
hp / HD	**27** (4d10)+4	**62** (8d10)+8	**94** (12d10)+12	**131** (16d10)+16
Saves	**Fort** +4, **Ref** +8, **Will** +2; +2 vs. enchantment spells and effects	**Fort** +6, **Ref** +10, **Will** +3; +2 vs. enchantment spells and effects	**Fort** +8, **Ref** +12, **Will** +6; +2 vs. enchantment spells and effects	**Fort** +10, **Ref** +16, **Will** +7; +2 vs. enchantment spells and effects
Defensive Abilities	-	-	Evasion	Improved Evasion
Offense				
Movement	**Speed** 30 ft.	**Speed** 35 ft. ; Woodland Stride	**Speed** 35 ft. ; Woodland Stride	**Speed** 35 ft. ; Woodland Stride

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** longbow +8 (1d8/x3) or **Melee** shortsword +4 (1d6/19-20) or **Melee** dagger +4 (1d4/19-20) or **Ranged** dagger (thrown) +8 (1d4/19-20)	**Ranged** *+1 longbow* +13/+8 (1d8+1/x3), within 30 ft. +14/+9 (1d8+2) or **Melee** shortsword +8/+3 (1d6/19-20) or **Melee** dagger +8/+3 (1d4/19-20) or **Ranged** dagger (thrown) +12/+7 (1d4+1/19-20), within 30 ft. +13/+8 (1d4+1)	**Ranged** *+1 anchoring longbow* +18/+13/+8 (1d8+1/x3), within 30 ft. +19/+14/+9 (1d8+2) or **Melee** shortsword +12/+7/+2 (1d6/19-20) or **Melee** dagger +12/+7/+2 (1d4/19-20) or **Ranged** dagger (thrown) +16/+11/+6 (1d4+1/19-20), within 30 ft. +17/+12/+7 (1d4+1)	**Ranged** *+3 called shocking longbow* +24/+19/+14/+9 (1d8+3/x3), within 30 ft. +25/+20/+15/+10 (1d8+4) or **Melee** dagger +16/+11/+6/+1 (1d4/19-20) or **Ranged** dagger (thrown) +20/+15/+10/+5 (1d4+1/19-20), within 30 ft. +21/+16/+11/+6 (1d4+1) or **Melee** *+1 cold iron ghost touch short sword* +17/+12/+7/+2 (1d6+1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Vermin +2	Aberration +4, Vermin +2	Aberration +4, Undead +4, Vermin +2	Aberration +4, Animal +2, Undead +6, Vermin +2
Prepared Spells	**Ranger (CL 4th):** **1st** – *abundant ammunition*	**Ranger (CL 8th):** **2nd** – *campfire wall* **1st** – *abundant ammunition, aspect of the falcon*	**Ranger (CL 12th):** **3rd** – *burst of speed* **2nd** – *campfire wall, hide campsite (DC 14), hold animal (DC 14)* **1st** – *abundant ammunition, aspect of the falcon, charm animal (DC 13)*	**Ranger (CL 16th):** **4th** – *freedom of movement (DC 16)* **3rd** – *burst of speed, remove disease (DC 15)* **2nd** – *campfire wall, hide campsite (DC 14), hold animal (DC 14), protective spirit* **1st** – *abundant ammunition, aspect of the falcon, charm animal (DC 13), detect aberration*
Statistics				
Ability Scores	**Str** 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 12, **Cha** 9	**Str** 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 9	**Str** 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 14, **Cha** 9	**Str** 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 15, **Cha** 9
Core Attack	**Base Atk** +4; **CMB** +4; **CMD** 19	**Base Atk** +8; **CMB** +8; **CMD** 23	**Base Atk** +12; **CMB** +12; **CMD** 27	**Base Atk** +16; **CMB** +16; **CMD** 33
Feats	Dodge, Endurance, Far Shot, Improved Initiative	Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Rapid Shot	Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Rapid Shot, Run, Shot on the Run, Weapon Focus (Longbow)	Critical Focus, Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Lightning Reflexes, Point Blank Master, Point-Blank Shot, Rapid Shot, Run, Shot on the Run, Weapon Focus (Longbow)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +3, Appraise +1, Bluff -1, Climb +4, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Handle Animal +6, Heal +6, Intimidate -1, Knowledge (Geography) +8, Perception +10, Perform (Untrained) -1, Ride +10, Sense Motive +1, Stealth +8, Survival +8, Swim +4	Acrobatics +4, Appraise +1, Bluff -1, Climb +7, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +10, Heal +8, Intimidate -1, Knowledge (Geography) +12, Perception +14, Perform (Untrained) -1, Ride +15, Sense Motive +1, Stealth +11, Survival +12, Swim +7	Acrobatics +4, Appraise +1, Bluff -1, Climb +9, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +14, Heal +11, Intimidate -1, Knowledge (Geography) +16, Perception +19, Perform (Untrained) -1, Ride +19, Sense Motive +2, Stealth +18, Survival +17, Swim +9	Acrobatics +4, Appraise +1, Bluff -1, Climb +11, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +18, Heal +13, Intimidate -1, Knowledge (Geography) +20, Perception +23, Perform (Untrained) -1, Ride +23, Sense Motive +2, Stealth +15, Survival +21, Swim +11
Languages	Common, Elven, Gnome			
Special Qualities	Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Hunting Companions, Keen Senses, Low-Light Vision, Track +2, Weapon Familiarity, Wild Empathy +3	Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Swift Tracker, Track +4, Weapon Familiarity, Wild Empathy +7, Woodland Stride	Camouflage, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +6, Weapon Familiarity, Wild Empathy +11, Woodland Stride	Camouflage, Elven Immunities, Elven Magic, Favored Terrain (Forest) +4, Favored Terrain (Mountain) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +8, Weapon Familiarity, Wild Empathy +15, Woodland Stride
Treasure	studded leather armor; longbow; arrows (40x); short sword; dagger (2x); scroll case (2x) 31 gp	*+1 studded leather armor; +1 longbow*; arrows (40x); short sword; dagger (2x); scroll case (2x) 62 gp	*+2 shadowed studded leather armor; +1 anchoring longbow*; arrows (40x); short sword; dagger (2x); scroll case (2x) 12 pp; 41 gp	*+3 deflecting studded leather armor (+2 AC); +3 called shocking longbow*; arrows (40x); *+1 cold iron ghost touch short sword*; dagger (2x); scroll case (2x) 47 pp; 161 gp
Magic				
Spells per Day	**Ranger (CL 4th):** 0/1/0/0/0/0/0/0/0 DC 12 + spell level	**Ranger (CL 8th):** 0/2/1/0/0/0/0/0/0 DC 12 + spell level	**Ranger (CL 12th):** 0/3/3/1/0/0/0/0/0 DC 13 + spell level	**Ranger (CL 16th):** 0/4/4/2/1/0/0/0/0 DC 13 + spell level

Attitude Tracker

Starting Attitude: 19 (Friendly)

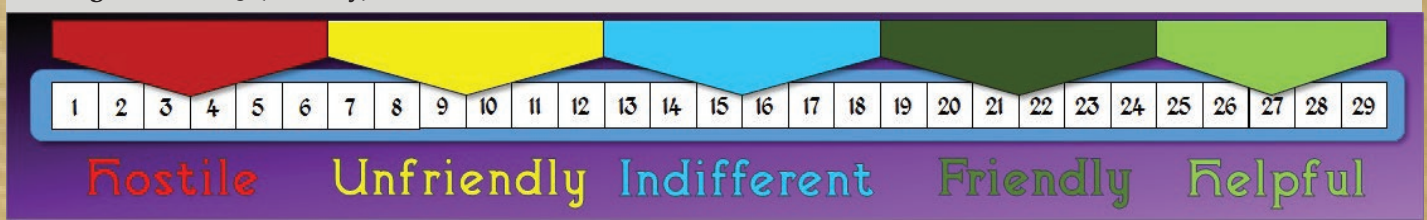


Table 70: Attitude Modifiers for Sorille

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Animal (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level

checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +8 to Survival checks made to follow tracks.

Undead (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Vermin (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against vermin. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+15 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Point Blank Master You are adept at firing ranged weapons in close quarters. Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Weapon Focus (Longbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Treasure

In addition to that described in the stat blocks above, **Sorille** will also typically be carrying an item in transit in her role as a courier. It is left to the GM as to the nature, value, and possible plot implocations of such items.

Habits and Logistics

During daylight hours, **Sorille** will sometimes (**25%**) be

in the **Mayor's House**, either delivering an item, preparing a delivery, or waiting for **Mayor Symms** to become available to do one of these things. **Sorille** also speaks quite often with **Ota Kuiduru** for these purposes. The remainder of the time, she is out of the city on a delivery, either coming or going.

At night, **Sorille** will be outside the city, preferring to sleep alone in nature under the stars, and generally not trusting to her safety otherwise. She has the same chances as during daytime to be en route on a delivery.

Background

Sorille has never felt completely comfortable around others, feeling distant even from her own family, who live far away elsewhere in the realm. She set out on her own to find fortune as soon as she was able. Although she's had some missteps and adventures along the way, she's settled on a profession that meets her needs, matches well to her skills, and allows her freedom from dealing too closely with others.

In the Obelisk Attack

The courier is in the **Mayor's Office** when the **Obelisk Erupts**. **Ota Kuiduru** tasks her with sending a message announcing the emergency to the closest village, and **Sorille** flees the city as rapidly as she can.

Conversation

What do you think of Berinncorte?

"It's okay. Better than some. Not all. I like it here, well enough, but I'm out and about most of the time, so it don't matter."

Do you know anything about the strife between Zugul and Sheergath?

"No. You hear folk talk a little, but I never put two and two together. Is there a conflict?"

What do you think of the Mayor and the government?

"Symms is all right. Some rulers, they're all politics, invite you to balls, introduce you to folk, that sort of thing. Symms is all business—here's a message, take this here, thanks for the delivery. I like it that way."

Tell me about being a courier.

"Best way to see a lot of the realm. Not necessarily the safest, but the quickest. You have to be!"

Do you do any... other sorts of work on the side?

"Any time I get a commission to deliver, it's a full-time, round-the-clock job until it's done. Sometimes I get lucky, and I can take more than one delivery at a time—stop by someplace on the way to my eventual destination. Apart from that... I hunt. Fish."

Any interesting deliveries lately? Or information you've heard?

"I never unseal deliveries, never ask questions, and keep my head down. It's kept me alive."

***Diplomacy** check at DC 14, pressing the above matter*:

"Well, it's true I don't get too nosy in most matters. But if you're there to deliver something, most folk pay you no heed, treat you like furniture. You overhear some things."

*The succeeding PC may make a free roll on the **Rumors and Lore** table. **Sorille** neither knows, nor says, if the information conveyed is truthful.*

Stewy (Apprentice Fisherman / Fledgeling Underlord)

CR 1/2; **XP** 200

Description

He's a young, weakling apprentice to a half-orc boss who couldn't care less about him. And the profession he's apprenticing is *fishing*. **Stewy** has no illusions about his lowly station in life; he realizes full well that if there's a bottom rung on the ladder of society here in **Berinncorte**, it's him.

Little does his master realize that he has been slowly building an underground network of like-minded thieves and miscreants in an attempt to generate a black-market enterprise in this fair city.

Appearance

Stewy is rail-thin and sparsely built. His nose is a thin and sharp wedge, stark amidst his gaunt cheekbones. His forehead seems much larger than it should be, an effect of early-onset receding hairline. The young man keeps his straight black hair clean, but loose and long; it falls in a strangely soft halo to either side of his head.

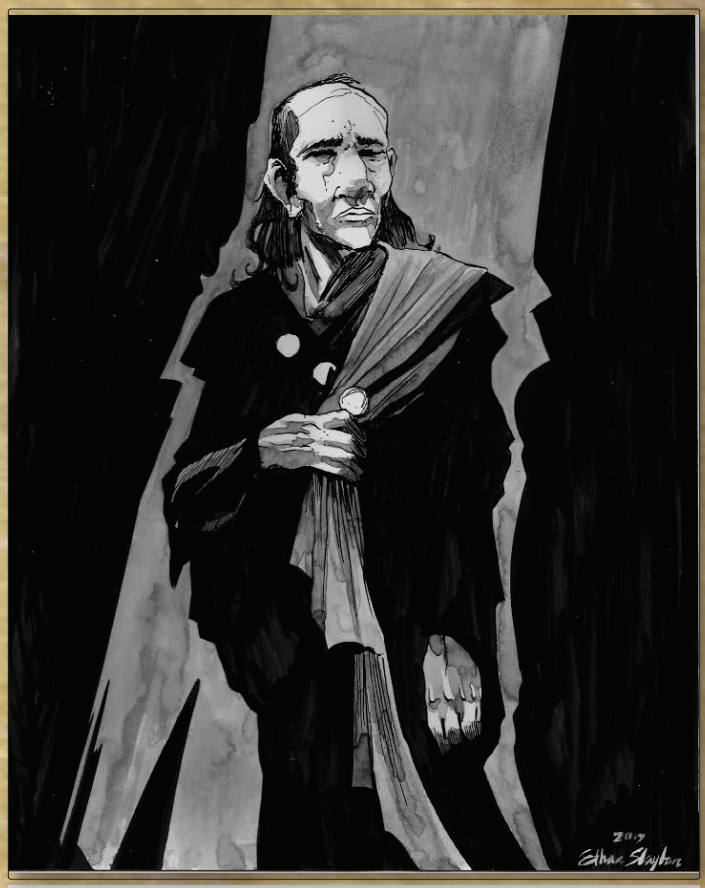
He typically wears dark colors of simple clothes, and knee-high black boots—the one piece of obvious finery he displays.

Combat Tactics

Stewy knows full well he lacks the physique required to make a realistic combatant, but has been training hard in expectation of having to defend himself at some point. This has partly been effective, and results in the classes indicated at his various challenge levels.

He will try to maintain conversation with foes, stalling until he can either flee, or catch one of them by surprise. Despite his fundamental lack of strength, he is nimble to excess, and his shady dealings have been sufficiently profitable to keep him equipped far beyond the means of a normal fishery apprentice.

No matter the circumstances, he won't hesitate to call upon townsfolk, the law, or his master to help him out. If battle takes place in or within 20 ft. of the **Fishery / Stables**, there is a **15%** chance per round of combat that **Gumbrew** will arrive in response to his apprentice's shouts. Elsewhere, **Stewy** will try to maneuver to the closest **Militia Guard Post**; upon getting within 30 ft., **1d4+1 Berinncorte Militia** will burst onto the scene in his defense.



Though somewhat unsavory, **Stewy** has never been in trouble with the law, and is recognizable by many townsfolk and Militia; in a combat situation with strangers (such as the PCs), citizens of **Berinncorte** will assume that **Stewy** is the wronged party.

Factions

None currently; **Stewy** pays **tribute** on legally-acquired wages to **Berinncorte City** proper.

His efforts toward underworld dealings represent his plan to form a brand-new faction within city limits, specializing in the contracted theft and fencing of goods of all value.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human; LE Medium humanoid (human)			
Class	Expert 2	Expert 4 / Warrior 2	Expert 5 / Warrior 7	Expert 7 / Warrior 7
Initiative	+3	+3	+3	+3
Senses	**Perception** +5	**Perception** +8	**Perception** +9	**Perception** +17
Defense				
Armor Class	**AC** 16, **touch** 13, **ff** 13 (+3 Dex, +3 studded leather armor)	**AC** 16, **touch** 13, **ff** 13 (+3 Dex, +3 studded leather armor)	**AC** 18, **touch** 14, **ff** 14 (+3 Dex, +1 dodge, +4 *studded leather armor +1*)	**AC** 20, **touch** 15, **ff** 16 (+3 Dex, +1 dodge, +1 deflection, +6 *studded leather armor +2*)
hp / HD	**5** (2d8)-2	**17** (4d8)+(2d10)-4	**37** (5d8)+(7d10)-9	**45** (7d8)+(7d10)-9

	Low	Moderate	Advanced	Elite
Saves	**Fort** -1, **Ref** +3, **Will** +6	**Fort** +3, **Ref** +6, **Will** +7	**Fort** +5, **Ref** +8, **Will** +11	**Fort** +6, **Ref** +9, **Will** +12
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** club +0 (1d6-1) or **Ranged** club (thrown) +4 (1d6-1) or **Ranged** sling +4 (1d4-1) or **Ranged** tanglefoot bag +4 (/none/x0)	**Ranged** sling +8 (1d4-1) or **Melee** morningstar +4 (1d8-1) or **Ranged** tanglefoot bag +8 (/none/x0) or **Melee** dagger +4 (1d4-1/19-20) or **Ranged** dagger (thrown) +8 (1d4-1/19-20)	**Ranged** masterwork sling +14/+9 (1d4) or **Melee** *+1 morningstar* +11 (1d8+1) or **Ranged** tanglefoot bag +13/+8 (/none/x0) or **Melee** dagger +10/+5 (1d4/19-20) or **Ranged** dagger (thrown) +13/+8 (1d4/19-20)	**Melee** *adamantine morningstar +1* +13/+8/+3 (1d8+1) or **Ranged** *+2 sling* +17 (1d4+2) or **Ranged** tanglefoot bag +15/+10/+5 (/none/x0) or **Melee** *+1 dagger* +13/+8/+3 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +16/+11/+6 (1d4+1/19-20) or
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 16, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9	**Str** 8, **Dex** 17, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9	**Str** 10, **Dex** 17, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9	**Str** 10, **Dex** 17, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 13	**Base Atk** +5; **CMB** +4; **CMD** 17	**Base Atk** +10; **CMB** +10; **CMD** 24	**Base Atk** +12; **CMB** +12; **CMD** 27
Feats	Armor Proficiency, Light, Nimble Moves, Simple Weapon Proficiency, Stealthy	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Fleet, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Dodge, Enforcer, Fleet, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Acrobatic Steps, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Dodge, Enforcer, Fleet, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency
Skills	Acrobatics +5, Appraise +4, Artistry +2, Bluff +4, Climb +1, Craft (Untrained) +2, Diplomacy +4, Disable Device +2, Disguise -1, Escape Artist +2, Heal +3, Intimidate +4, Perception +5, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +5, Stealth +2, Survival +3, Swim -4	Acrobatics +8, Appraise +7, Artistry +2, Bluff +7, Climb +4, Craft (Untrained) +2, Diplomacy +7, Disable Device +6, Disguise -1, Escape Artist +2, Heal +3, Intimidate +7, Perception +8, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +8, Stealth +2, Survival +3, Swim -4	Acrobatics +13, Appraise +12, Artistry +2, Bluff +12, Climb +10, Craft (Untrained) +2, Diplomacy +12, Disable Device +12, Disguise -1, Escape Artist +2, Heal +3, Intimidate +8, Perception +9, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +9, Stealth +2, Survival +3, Swim -3,	Acrobatics +14, Appraise +13, Artistry +2, Bluff +13, Climb +11, Craft (Untrained) +2, Diplomacy +13, Disable Device +12, Disguise -1, Escape Artist +2, Heal +3, Intimidate +9, Perception +17, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +13, Stealth +2, Survival +3, Swim -3,
Languages	Common, Dwarven, Orc			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled

	Low	Moderate	Advanced	Elite
Treasure	club; studded leather armor; sling bullets (20); tanglefoot bag; dagger; sling 23 gp	morningstar; studded leather armor; sling bullets (20); tanglefoot bag; dagger; sling 61 gp	*morningstar +1*; *studded leather armor +1*; sling bullets (20); tanglefoot bag; dagger; masterwork sling 12 pp; 71 gp	*adamantine morningstar +1*; *studded leather armor +2 (w/deflection AC bonus +1)*; sling bullets (20); tanglefoot bag; dagger; *sling +2* 30 pp; 81 gp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

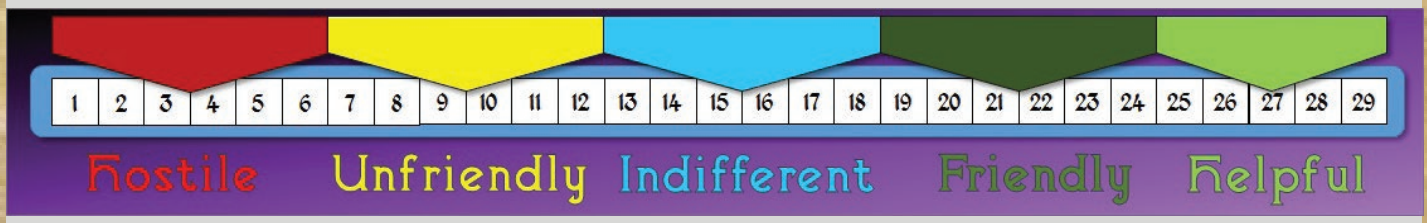


Table 71: Attitude Modifiers for Stewy

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12

Name	Condition	Effect	Notes
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Acrobatic Steps You can easily move over and through obstacles. Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Enforcer You are skilled at causing fear in those you brutalize. Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Nimble Moves You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Habits and Logistics

During daylight hours, **Stewy** will be fishing in the **river** (**60%**), or helping his master at the **Fishery** (**40%**).

At night, **Stewy** will sometimes wrap up his work late (**30%**). The rest of the time, he will be hunting about the city, speaking with connections and executing deals (**70%**); the GM is encouraged to "place" him anywhere at all, as his business might conceivably take him anywhere inside or outside the city walls.

Background

Stewy has always been a bit "off", even to his parents, who passed away when he was twelve years old. He took a bit too much pleasure in maiming or slaying insects, and was a bit too gleeful when fighting with other children. Such activities seemed not a jest to him, nor an experiment—his mother, shocked at how brutal a bout of fisticuffs had gotten, once classified it as "practice for something far, far worse".

She wasn't entirely wrong: the lanky lad is sociopathic, viewing all other people as simply means to his own ends, deserving of nothing more. Be it an ant; a bird a rabbit; or even a lost halfling bard in an alley, visiting from out of town; **Stewy** is not above wounding or taking another life if it serves his pocket—or simply his pleasure in the moment.

In the Obelisk Attack

Neither fool nor hero, **Stewy** runs out of the city as soon as something loud and rancorous happens, and survives because of it.

In the aftermath of the **Obelisk Eruption**, his fledgeling black-market operation thrives, both to help those displaced and impoverished by the devastation, and to take advantage of them. It's all profit and power to the former fisherman's

apprentice.

Conversation

What do you think of Berinncorte?

"Seedy little burg. At least that's how I see it. Most don't; they just focus on how you don't get mugged so often in the alleys. That'll change."

Do you know anything about the strife between Zugul and Sheergath?

"Chaos and law are illusions of man. Power, money, strength—those are the true influences, the true gods. I've never much respected anyone who gives up their time to sit and be yelled at by someone who knows nothing more than they do about how to be successful. Any conflict that comes up between two faiths—that's always going to happen; it's the unavoidable result of two delusions trying to blame each other for their own inability to follow through on empty promises. Far easier to blame the other guy, than to actually help make people's lives different."

What do you think of the Mayor and the government?

"She's all right. Law and order can be good for business, that's true enough, but some folk feel there's not enough wiggle room to do what they want. Lots of different kinds of folk can follow orders, but it's what they want out of it that matters."

Tell me about being a fisherman's apprentice.

"It's just about the most awful job you can think of. No, hear me out—think of everything unsavory you can imagine, when you think about what a fisherman does. Right? Okay, now the *bad* parts of all that—that's my job. I get to do all the stuff a *fisherman* doesn't care to do. So yeah, it's right peachy. Keeps most folk away from me, as my clothes get fish-stink in them no matter how much I wash in the river. I mean, yeah, I'm learning a trade... and it's not like there's lots of other options for folk who want fish in this town. Gumbrew's pretty much it. So there's stability."

Do you do any... other sorts of work on the side?

"What on earth could you mean by that, I wonder?"
*If the party wishes to pursue this line of questioning, please see the quest **"Good Fences Make Good Neighbors"**, below.*

Quest: Good Fences Make Good Neighbors

Summary: The fishery apprentice **Stewy** reveals his true calling as a fence for stolen goods, and sells the party an item they request.

Rewards: The item requested (at a significant discount).

Locations: Fishery / Stables.

Key NPCs: Stewy.

Kickoff: The party meets with **Stewy**, passes a **skill check** inquiring as to the nature of his business on the side, and follows up with him, asking for a particular item.

Description:

In conversation with **Stewy**, make a **Diplomacy**, **Sense Motive**, or **Knowledge (Local)** check opposed by **Stewy's Bluff** check. If it is failed, **Stewy** brushes the topic aside, and says nothing; the party may retry the check as many times as desired.

Upon passing the check, the fisherman's apprentice opens up a bit as to his black-market side job:

"The most high-brow, law-abiding, do-goody town in the world, you're still gonna have folk who want to take advantage of other folk. It's gonna happen. And one thing I'll agree with Symms about—you don't want it to go down all willy-nilly; chaos can get out of control right-quick. But if it's gonna happen anyway—and it will, make no mistake—you might as well have it organized. Right? Keep it contained, keep it civil, keep blood off the streets... if not necklaces in lockboxes."

If the party then follows up asking for a particular item, **Stewy** coyly accepts:

"Well, I can't promise nothing. I am but a simple, humble fishery lad, after all. But I can give it a try. For the right price, of course."

Each time the party requests **Stewy's** services, they may ask for any item worth **1,000 gp** or less. **Stewy** will require one day for items up to **500 gp** in value, two days for items **500-800 gp** in value, and three days for items worth more than **800 gp**.

Good Fences Make Good Neighbors (Request): Chaos +1

Each time the PCs request an item of **Stewy**, it generates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

If the party returns in the indicated time, there is a **60%** chance that **Stewy** has "acquired" the requested item. He charges only **60%** of the item's value. Alternately, the item may be purchased at the even lower price of **20%** of its value... but **Stewy** will ask the party to do a job for him in return. He takes the lower payment and hands over the item immediately, but this then launches quest "**On the Fence About It**", below.

Whether the party pays the discounted, or even more steeply discounted, price, there is an additional cost: risk. One day after completing the transaction, make a private check: there is a **5%** chance per full **100 gp** of the item's full value that the party will be questioned by the **Berinncorte Militia**.

"We've a Few Questions For You Strangers"

The PCs are confronted on the streets by **5** Militia members, led by vice-captain **Skutt Krundar**. **Skutt** and others in the Militia are questioning anyone who might have stolen a lost item recently; the PCs are prime suspects regardless of their nature or actions of late, because they are new to town and therefore unknown quantities.

Good Fences Make Good Neighbors (Militia): Chaos +2

Merely being confronted by the **Militia** in the context of this Quest produces a **Catalyst Impact**: **Chaos +2**.

This stacks with other **Catalyst Impacts** for this Quest.

If the party fights, **Skutt** and the others will summon aid; there is a cumulative **10%** chance (that is, **10%** the first round, **20%** the second round, and so on) that a four-strong

squad of **Berinncorte Elite Guards** will arrive to join the battle. If the party yields at any time, they will be **Arrested**.

Good Fences Make Good Neighbors (Fight Militia): Chaos +4

Fighting the **Militia**—whether forced to do so, or as a first reaction—creates a **Catalyst Impact**: **Chaos +4**.

This stacks with other **Catalyst Impacts** for this Quest.

If instead the party goes willingly with them, they will be questioned about the theft, their relationship with **Stewy**, their possible knowledge of the theft, of his reputation, and so on. The GM is encouraged to play through the encounter as desired, depending on the "investigation" gameplay preferences of the gaming group. At the core of the matter involves convincing **Skutt** and his interrogators that they had nothing to do with the item's disappearance from its original owner.

At minimum, this should involve each party member making a **Diplomacy** or **Bluff** check opposed by **Skutt's Sense Motive** check. If all party members succeed, they are free to go with no further fuss or bother from the **Militia**. If a majority of PCs fail, they are **Arrested**. If some fail, but not a majority, they are free to go for now... but the next day, **Skutt** has a chance of approaching them again, with the same consequences described above: this chance is **10%** per PC who failed the check. If this check does not "trigger", then **Skutt** has decided that the PCs are no longer suspects, and will not question them further on this matter.

Good Fences Make Good Neighbors (Comply): Law +2

Going along with the **Militia** results in a **Catalyst Impact** of **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

At any time, the party can simply return the item to **Skutt** (or indeed, any **Militia** member of the **Mayor**). In so doing, they will be thanked for their honesty, but one party member will have to pass one a **Diplomacy** or **Bluff** check opposed by **Skutt's Sense Motive** check: success indicates the PCs receive a stern warning to be on their toes in the future, but no further penalty; failure indicates a fine of **100 gp** plus **20%** of the item's full value, which the party must pay immediately or be **Arrested**.

Good Fences Make Good Neighbors (Return): Law +3

Returning any "acquired" goods to the **Militia** when confronted means a **Catalyst Impact** of **Law +3**.

This stacks with other **Catalyst Impacts** for this Quest.

If at any point, the party informs on **Stewy** and his schemes, **Skutt** will nod, and will thank the party for adding their information to a growing pattern of misdeeds linked to the supposed fisherman. Similar to the "return the item" approach above, the party must then select one PC to pass one a **Diplomacy** or **Bluff** check opposed by **Skutt's Sense Motive** check: success indicates the PCs receive a stern warning to be on their toes in the future, but no further penalty; failure indicates a fine of **100 gp** plus **20%** of the item's full value, which the party must pay immediately or be **Arrested**.

Good Fences Make Good Neighbors (Inform): Law +5, Chaos +1

Telling the **Militia** about **Stewy's** burgeoning criminal enterprise produces a **Catalyst Impact** of **Law +5** and **Chaos +1.**

This stacks with other **Catalyst Impacts** for this Quest.

However, once **Skutt** lets the party go after having informed on **Stewy**, the fisherman underlord will soon find out about their betrayal. Within **2d8+3** hours, the party is set upon by **2d4+1 Hired Goons**, who approach the party wherever they are on the streets. "It's nuttin' personal, you unnerstan'," they say, drawing their weapons, "Stewy's gotta make sure his reputation speaks for itself, in the future." They will then attack the party. See their **Combat Tactics** section for their behavior, but suffice it to say, as hired toughs, they will not willingly fight to the death on behalf of their employer.

Once the party has paid their fine for being **Arrested**, defeats **Skutt** and his full complement of **Militia** comrades, successfully passes the checks above, or defeats the gang of goons sent by **Stewy,** this quest is resolved.

Quest: On the Fence About It

Summary: The PCs are tasked with stealing an item, in return for a significant discount on *another* stolen item they purchased from him already.

Rewards: The discount already taken on the item already obtained. And, possibly, additional booty acquired during the heist (see below).

Locations: Fishery / Stables.

Key NPCs: Stewy.

Kickoff: The PCs ask the fishery apprentice for his help obtaining an item via the black market (see quest "**Good Fences Make Good Neighbors"**, above), and to get an even better discount, the party offers to steal something for **Stewy**.

Description:

Despite his upstart nature, and the underground aspect of his enterprise, **Stewy** is a shrewd businessman, averse to unnecessary risk like those in most legitimate professions. He never does the dirty work himself, if he can avoid it, and instead hires underlings to take care of the gruntwork.

Case in point: the PCs are tasked with acquiring an item of value. This is seemingly a worthless item—a writing quill, belonging to the city's butcher—but its sentimental value is great. Intuitive PCs will swiftly (and correctly) deduce that **Stewy** likely means to blackmail or ransom the item to get money out of **Ganyc**.

The task is simple: sneak into **Ganyc's Suite** and steal the quill, then hand it over to **Stewy**. There are many ways of doing this; how is left to the PCs. While they're doing so, they may of course loot the rest of the suite; there are some valuables to come by in so doing. There is no further reward explicitly for this Quest, however.

On the Fence About It (Return):

Chaos +4

Completing the theft, and delivering the requested item, means a **Catalyst Impact**: **Chaos +4**.

Note that completing this Quest will prevent the retrieval of **Ganyc's** quill as part of some Quests in **Act Three**, as it will no longer be in his suite.

Refusing the task will earn **Stewy's** displeasure; the GM is encouraged to come up with inventive ways of demonstrating such emotion. One suggestion is that **Bandit!** random encounters may start to plague the party periodically, seemingly unconnected from the refusal of this task.

On the Fence About It (Return): Law +2

Explicitly refusing the task produces a **Catalyst Impact** of **Law +2**.

This Quest terminates if the PCs steal the quill and give it to **Stewy**, or if they complete one of the Quests that involves retrieving the quill on **Ganyc's** behalf in **Act Three**.

Tansden (Militia Captain)

CR 2; **XP** 600

Description

He's stern and tough and unrelenting, but fair, and sweet in his own way. Though it's merely the militia of a medium-sized town, the **Berinncorte Militia** is nevertheless run with military efficiency. **Tansden** has seen and heard enough of war that he greatly fears being unprepared, should the factions at strength in the area turn their greed toward his benevolent and lovely village.

Mayor Symms is attracted to him but has never pursued it given their positions; little does she know, however, that He's gay and sees this as a weakness, hiding it from everyone. he grew up in a family that viewed it as a sin, but what he doesn't realize is that nearly everyone in town wouldn't care in the slightest... and more than one young man in his service would welcome the news!

Appearance

A handsome and rugged man, **Tansden** wears a full beard, neatly trimmed into severe lines. Even when not strictly necessary, he wears his armor and full kit of weaponry—he feels this not only sends a strong message to his troops that they should always be ready and prepared for combat, but it's also a means of keeping fit

With his heavy armor, longsword and heavy steel shield, he is the prototypical strongman fighter.

Combat Tactics

Tansden may be an effective leader, but he has focused on directing the actions of others, rather than on improving his own tactical abilities. In an unavoidable conflict, he will focus on the largest, closest melee fighter amongst his opponents, proceeding in similar fashion to the next-closest once that foe is disabled.

Anywhere within the city limits, **Tansden** will summon support to his side: each round, there is a **10%** chance that **1d4+2 Berrincorte Militia** plus **1d4 Berinncorte Elite Guard** will arrive to fight by his side. Note that unlike most other fighting support, once a batch of **Guard** arrives, the GM should continue to roll each round to determine whether additional support arrives.

Factions

Berinncorte Militia, of course, as its leader.

The **Militia** is ultimately beholden to **Berinncorte City** proper.

Tansden tries to maintain a neutral tone when on duty, but when off duty, he is a follower of **Zugul**, to which his **tribute** is paid.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 800	**CR** 7; **XP** 3,200	**CR** 13; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human; LG Medium humanoid (human)			
Class	Fighter 3	Fighter 8	Fighter 14	Fighter 18
Initiative	**+5**	**+6**	**+6**	**+6**
Senses	**Perception** -1	**Perception** -1	**Perception** -1	**Perception** -1
Defense				
Armor Class	**AC** 18, **touch** 11, **ff** 17 (+1 Dex, +6 chainmail, +1 light steel shield)	**AC** 25, **touch** 13, **ff** 22 (+2 Dex, +1 dodge, +8 half-plate armor, +4 heavy steel shield)	**AC** 31, **touch** 13, **ff** 28 (+2 Dex, +1 dodge, +11 *full plate armor +1*, +8 *impervious tower shield +2*)	**AC** 34, **touch** 13, **ff** 31 (+2 Dex, +1 dodge, +12 *full plate armor of determination+3*, +9 *arrow deflecting tower shield*)

	Low	Moderate	Advanced	Elite
hp / HD	**27** (3d10)+3	**57** (8d10)+8	**87** (14d10)+14	**125** (18d10)+18
Saves	**Fort** +4, **Ref** +2, **Will** +0; +1 vs. Fear	**Fort** +7, **Ref** +4, **Will** +1; +2 vs. Fear	**Fort** +10, **Ref** +6, **Will** +5; +4 vs. Fear	**Fort** +14, **Ref** +10, **Will** +7; +5 vs. Fear
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.
Attacks	**Melee** longsword +6 (1d8+3/19-20) or **Melee** light steel shield +6 (1d3+1) or **Melee** dagger +6 (1d4+3/19-20) or **Ranged** dagger (thrown) +4 (1d4+3/19-20) or **Ranged** shortbow +4 (1d6/x3)	**Melee** *+2 longsword* +15/+10 (1d8+5/19-20) or **Melee** heavy steel shield +11 (1d4+1) or **Melee** spiked gauntlet +11/+6 (1d4+3) or **Melee** dagger +12/+7 (1d4+4/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+4/19-20) or **Ranged** shortbow +10/+5 (1d6/x3)	**Melee** *+2 flaming burst longsword* +22/+17/+12 (1d8+8/19-20) or **Melee** *+1 bleeding spiked gauntlet* +17/+12/+7 (1d4+5) or **Ranged** *+1 cunning shortbow* +15/+10/+5 (1d6+1/x3) or **Melee** *+1 dagger* +21/+16/+11 (1d4+9/19-20) or **Ranged** *+1 dagger* (thrown) +19/+14/+9 (1d4+9/19-20)	**Melee** *+1 bleeding spiked gauntlet* +21/+16/+11/+6 (1d4+5) or **Melee** *+4 ghost touch longsword* +29/+24/+19/+14 (1d8+11/17-20) or **Ranged** *+1 cunning shortbow* +19/+14/+9/+4 (1d6+1/x3) or **Melee** *+1 dagger* +27/+22/+17/+12 (1d4+11/19-20) or **Ranged** *+1 dagger* (thrown) +25/+20/+15/+10 (1d4+11/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 16, **Dex** 13, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15	**Str** 17, **Dex** 14, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15	**Str** 18, **Dex** 14, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15	**Str** 18, **Dex** 15, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15
Core Attack	**Base Atk** +3; **CMB** +6; **CMD** 17 (20 vs. disarm or trip)	**Base Atk** +8; **CMB** +11; **CMD** 24 (27 vs. bullrush, disarm, grapple, overrun, or trip; 25 vs sunder)	**Base Atk** +14; **CMB** +18; **CMD** 31 (36 vs. bullrush, disarm, grapple, overrun, or trip; 34 vs sunder)	**Base Atk** +18; **CMB** +22; **CMD** 35 (41 vs. bullrush or disarm, 42 vs. grapple, 40 vs. overrun, 41 vs. sunder or trip)
Feats	Cleave, Improved Initiative, Improved Shield Bash, Persuasive, Power Attack	Cleave, Dodge, Greater Shield Focus, Greater Weapon Focus (Longsword), Improved Initiative, Improved Shield Bash, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Cleave, Cleaving Finish, Critical Focus, Dazing Assault, Dodge, Endurance, Greater Shield Focus, Greater Weapon Focus (Longsword), Improved Initiative, Improved Iron Will, Improved Shield Bash, Iron Will, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Cleave, Cleaving Finish, Critical Focus, Dazing Assault, Deflect Arrows, Dodge, Endurance, Greater Shield Focus, Greater Weapon Focus (Longsword), Great Fortitude, Improved Critical (Longsword), Improved Initiative, Improved Iron Will, Improved Shield Bash, Iron Will, Lightning Reflexes, Missile Shield, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -4, Appraise +1, Artistry +1, Bluff +2, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -4, Fly -4, Handle Animal +7, Heal -1, Intimidate +9, Knowledge (Dungeoneering) +6, Perception -1, Perform (Untrained) +2, Profession (Soldier) +4, Sense Motive -1, Stealth -4, Survival +3, Swim +2	Acrobatics -5, Appraise +1, Artistry +1, Bluff +2, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -5, Fly -5, Handle Animal +8, Heal -1, Intimidate +11, Knowledge (Dungeoneering) +9, Perception -1, Perform (Untrained) +2, Profession (Soldier) +10, Ride +1, Sense Motive -1, Stealth -5, Survival +5, Swim +2	Acrobatics -9, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -9, Fly -9, Handle Animal +10, Heal -1, Intimidate +23, Knowledge (Dungeoneering) +10, Perception -1, Perform (Untrained) +2, Profession (Soldier) +16, Ride -2, Sense Motive -1, Stealth -9, Survival +7	Acrobatics -8, Appraise +1, Artistry +1, Bluff +2, Climb +3, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -8, Fly -8, Handle Animal +11, Heal -1, Intimidate +27, Knowledge (Dungeoneering) +10, Perception -1, Perform (Untrained) +2, Profession (Soldier) +20, Sense Motive -1, Stealth -8, Survival +10, Swim +2
Languages	Common, Elven			
Special Qualities	Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Skilled	Armor Training, Bonus CMD (8x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (14x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (18x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	longsword; light steel shield; chainmail; arrows (20x); dagger; shortbow **82 gp**	*+2 longsword*; heavy steel shield; half-plate armor; spiked gauntlet; arrows (20x); dagger; shortbow **34 pp; 113 gp**	*+2 flaming burst longsword*; *+2 impervious tower shield*; *+1 full plate armor*; *+1 bleeding spiked gauntlet*; arrows (20x); *+1 dagger (2x)*; *+1 cunning shortbow* **61 pp; 189 gp**	*+4 ghost touch longsword*; *+3 arrow deflecting tower shield*; *+3 full plate armor of determination*; *+1 bleeding spiked gauntlet*; arrows (20x); *+1 dagger (2x)*; *+1 cunning shortbow* **81 pp; 219 gp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

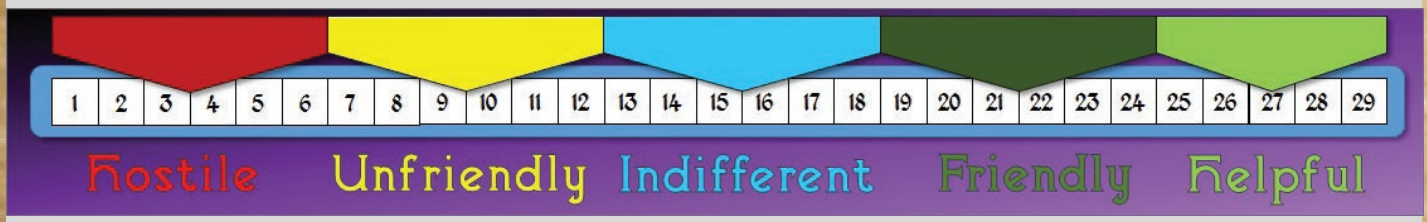


Table 72: Attitude Modifiers for Tansden

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-5	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+2	Per each Rumor shared; maximum +10
Extant	One or more PCs have been arrested	-2	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-5	Per offense, maximum -15
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (18x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Bull Rush (6x); Bonus CMD Disarm (6x); Bonus CMD Grapple (7x); Bonus CMD Overrun (5x); Bonus CMD Sunder (6x); Bonus CMD Trip (6x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +5 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +4 Thrown Weapons +2

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base

attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Weapon Focus (Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Longsword) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Missile Shield You are skilled at deflecting ranged attacks with your shield. You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, there is a chance (25%) that **Tansden** will be at the **Garrison/Barracks**, tending to the business of the **Militia**. Some of the time (25%) he will instead be meeting with **Mayor Symms** in the **Mayor's House**. The rest of the time, he will be out and about, patrolling the city as any other of his charge. The GM is encouraged to "place" him anywhere desired.

At night, **Tansden** works late at the **Garrison/Barracks**, then turns in to sleep.

Background

Tansden grew up a farmer; then left his family to pursue adventuring. While away, his family succumbed to the famine and disease of a bad harvest, unbeknownst to him. When he returned with a bounty of treasure to share, he discovered the sad truth of what had become of his parents and older brother. Immediately, he settled down in **Berinncorte** and joined the militia, swiftly rising to Captain since he had had the most experience.

In the Obelisk Attack

It just happens to be his day off, so he's in the **Tavern**. He's unscathed, but he loses many of his staff in the attack and in the aftermath. He has survivor's guilt, and never forgives himself for not being there more readily to help save everyone. This strengthens his resolve to become a church-going man of faith given his alignment.

Conversation

What do you think of Berinncorte?

"I love this town. Good people who mean well. The role of the Militia is necessary, even so, and I like to think that your average citizen recognizes the role we serve, the good we do."

Do you know anything about the strife between Zugul and Sheergath?

"It's no secret that I myself am on the Zugul side of things, at least from a belief and involvement standpoint. That's personally, however. Officially, I don't choose sides; if my fellow Zugul-followers take their ideological disagreement too far, I'll arrest them without a second thought. Sheergath folk don't mean ill, generally; they're just unsettled with their lot in life, it seems, and want more. Difficult to blame

them for that! But both sides need to keep it a matter of disagreeing faith, and nothing more. It concerns me when I hear folk get too riled up about this."

What do you think of the Mayor and the government?

"Dominika Symms is a fabulous ruler, and does well by the city and its people. We enjoy a healthy partnership in our shared desire to benefit the citizens, to protect them, and to keep businesses and people alike safe."

Tell me about being a militia master.

"It's a grand role. To be at the lead of such a well-oiled organization, promoting a noble cause... well, it's just great."

Do you do any... other sorts of work on the side?

"Friend, Berinncorte may seem a peaceful city, but believe you me, there's more than enough to keep me busy. Peaceful cities *seem* that way because of all the diligence and work and relationships that their security forces provide."

Tarsheva Hornwood (Landlord)

CR 1/2; **XP** 200

Description

The strong-willed force of nature that keeps the **Upper-Class Residential District** running single-handedly, **Tarsheva Hornwood** is a cool, efficient half-elf who dominates any situation quietly and with a serene sense of calm. She has an uncanny knack for walking into a situation where one or more people are yelling, screaming, even threatening herself or others, and leaving the room some time later with all parties satisfied that their honor, or sense of being wronged, has been addressed... whether or not any "give" was actually given.

If you put a large handful of **Berinncorte's** most powerful and wealthy individuals together in a single building, there's bound to be drama and interesting occurences. Though **Tarsheva** tries to keep a sense of secrecy to her dealings, and certainly wishes to maintain trust with her tenants, she's also been known to keep **Amadan** informed of nefarious goings-on around the building. Sometimes this is done for a price, and other times simply for the knowledge that she has done the right thing by letting someone else know.

Through these dealings, **Tarsheva** has come to suspect **Amadan's** secret (that **Amadan** is in actuality a woman), but has never pressed the matter. She sympathizes with any number of possible reasons **Amadan** might have for being as she is and acting as she does, and none of it is **Tarsheva's** business. And neither does it matter to the landlord anyway; she keeps the possible secret not out of a sense of honor, or respect for **Amadan**, but out an obliviousness that it should even be an issue worth reporting to others.

Appearance

Tarsheva Hornwood is a striking half-elf. Her dark brown hair flows straight to her shoulders; while on the job (which is nearly all the time!), she ties it back in a braid or bow. She's slender, and her arms appear too thin to support much at all, and she's constantly fending off assistance from her staffers whenever she lifts anything.

She wears conservative, but smartly-cut and expensive-looking, outfits that she typically has custom-made from **Daratis**; the two entrepreneurs have a good friendship and a strong mutual respect born out of camaraderie, similar senses of humor, and their shared devotion to church.

Combat Tactics

Tarsheva is smart, and in it for the long game. She'll lose a fight and surrender if it means surviving. In that context, however, she will go to great lengths to defend her business, which often means defending her building and its occupants, unsavory as some of those people and their deeds may be.

Factions

Tarsheva worships at the **Zugul Church**, and pays her **Tribute** there.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Female Half-Elf; LN Medium humanoid (elf, human)			
Class	Expert 2	Expert 6	Expert 10	Expert 14
Initiative	+0	+0	+0	+4
Senses	**Perception** +8; **Low-Light Vision**	**Perception** +15; **Low-Light Vision**	**Perception** +21; **Low-Light Vision**	**Perception** +25; **Low-Light Vision**
Defense				
Armor Class	**AC** 11, **touch** 10, **ff** 11 (+1 padded armor)	**AC** 13, **touch** 10, **ff** 13 (+3 studded leather armor)	**AC** 15, **touch** 10, **ff** 15 (+5 *studded leather armor* +2)	**AC** 17, **touch** 10, **ff** 17 (+7 *studded leather armor* +4)

	Low	Moderate	Advanced	Elite
hp / HD	**15** (2d8)+2	**29** (6d8)+6	**52** (10d8)+10	**77** (14d8)+14
Saves	**Fort** +0, **Ref** +0, **Will** +4; +2 vs. enchantment spells and effects	**Fort** +2, **Ref** +2, **Will** +6; +2 vs. enchantment spells and effects	**Fort** +5, **Ref** +5, **Will** +8; +2 vs. enchantment spells and effects	**Fort** +6, **Ref** +6, **Will** +12; +2 vs. enchantment spells and effects
Offense				
Movement	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 20 ft.
Attacks	**Melee** shortspear +0 (1d6-1) or **Ranged** shortspear (thrown) +1 (1d6-1) or **Melee** dagger +0 (1d4-1/19-20) or **Ranged** dagger (thrown) +1 (1d4-1/19-20) or **Ranged** sling +1 (1d4-1)	**Melee** dagger +3 (1d4-1/19-20) or **Ranged** dagger (thrown) +4 (1d4-1/19-20) or **Melee** *+1 shortspear* +4 (1d6) or **Ranged** *+1 shortspear* (thrown) +5 (1d6) or **Ranged** sling +4 (1d4-1)	**Melee** dagger +6 (1d4-1/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4-1/19-20) or **Melee** *+2 shortspear* +8/+3 (1d6+1) or **Ranged** *+2 shortspear* (thrown) +9/+4 (1d6+1) or **Ranged** sling +7/+2 (1d4-1)	**Melee** dagger +10 (1d4/19-20) or **Ranged** dagger (thrown) +10/+5 (1d4/19-20) or **Melee** *+2 frosty shortspear* +12/+7 (1d6+2) or **Ranged** *+2 frosty shortspear* (thrown) +12/+7 (1d6+2) or **Ranged** sling +10/+5 (1d4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft			
Statistics				
Ability Scores	**Str** 8, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 17	**Str** 8, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 18	**Str** 9, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 18	**Str** 10, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 18
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 10	**Base Atk** +4; **CMB** +3; **CMD** 13	**Base Atk** +7; **CMB** +6; **CMD** 16	**Base Atk** +10; **CMB** +10; **CMD** 20
Feats	Armor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper))	Alertness, Armor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness	Alertness, Armor Proficiency, Light, Great Fortitude, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness	Alertness, Armor Proficiency, Light, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness
Skills	Appraise +7, Bluff +8, Climb -1, Craft (Untrained) +2, Diplomacy +10, Disguise +3, Heal +1, Intimidate +10, Knowledge (Local) +7, Perception +8, Perform (Untrained) +3, Profession (Innkeeper) +9, Sense Motive +6, Survival +1, Swim -1	Acrobatics -3, Appraise +11, Bluff +13, Climb -4, Craft (Untrained) +2, Diplomacy +15, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +15, Knowledge (Local) +11, Perception +15, Perform (Untrained) +4, Profession (Innkeeper) +13, Ride -3, Sense Motive +13, Stealth -3, Survival +1, Swim -4	Acrobatics -3, Appraise +15, Bluff +17, Climb -4, Craft (Untrained) +2, Diplomacy +21, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +21, Knowledge (Local) +15, Perception +21, Perform (Untrained) +4, Profession (Innkeeper) +20, Ride -3, Sense Motive +19, Stealth -3, Survival +1, Swim -4	Acrobatics -3, Appraise +19, Bluff +21, Climb -3, Craft (Untrained) +2, Diplomacy +25, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +25, Knowledge (Local) +19, Perception +25, Perform (Untrained) +4, Profession (Innkeeper) +24, Ride -3, Sense Motive +23, Stealth -3, Survival +1, Swim -3
Languages	Common, Elven, Dwarven, Halfling			
Special Qualities	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented,	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented

	Low	Moderate	Advanced	Elite
Treasure	shortspear; dagger (2x); padded armor; sling; sling bullets (20x) 19 gp	*shortspear +1;* dagger (2x); studded leather armor; sling; sling bullets (20x) 3 pp; 51 gp	*shortspear +2;* dagger (2x); *studded leather armor* +2; sling; sling bullets (20x) 23 pp; 82 gp	*frosty shortspear +2;* dagger (2x); *studded leather armor +4;* sling; sling bullets (20x) 40 pp; 131 gp

Attitude Tracker

Starting Attitude: 20 (Friendly)

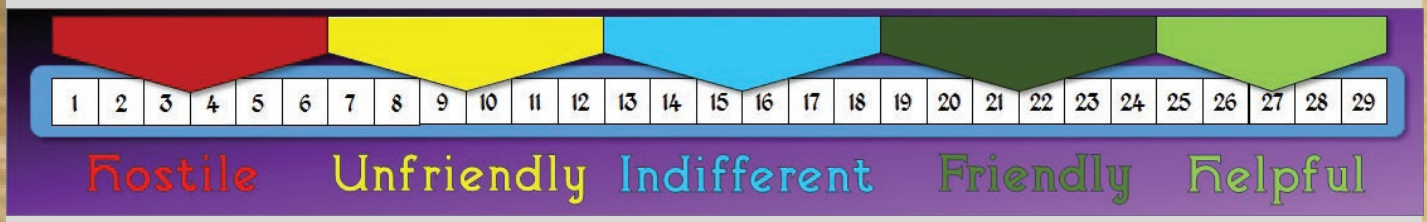


Table 73: Attitude Modifiers for Tarsheva Hornwood

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12

Name	Condition	Effect	Notes
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Profession (Innkeeper)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Habits and Logistics

During daylight hours, **Tarsheva** will be in the **Upper-Class Residential District**, roaming the halls and making sure everything is going well. There is a slight (**15%**) chance she will be out purchasing provisions in the **Town Square** or at one of the vendor shops in town.

At night, **Tarsheva** will always be on-site at the **District**, in case there are complaints. She oversees all evening meals in the **Dining Hall** and frequently attempts to help cook and serve as needed.

Background

Tarsheva grew up surrounded by prejudice, mainly for her mixed heritage. Stunning and capable, she was even shunned by fellow half-elves, mainly out of jealousy and contempt that she seemed not to care what others thought of her. As soon as she was able, she left home and struck out on her own, having a number of adventures along the way.

In doing so, she amassed a far sum, and upon finding **Berinncorte**, she purchased a large abandoned warehouse. She spent the next several years renovating it, negotiating for fineries, and opened it as an apartment complex for well-to-do citizens and long-term guests. Though anyone would have laughed at the concept before she arrived, once **Tarsheva** made it happen, suddenly it seemed an obvious need that the city had lacked—all her suites were booked within a month of her opening.

In the Obelisk Attack

Tarsheva survives. She's in the **Upper-Class Residential Building** when the **Obelisk Erupts**; she first checks the building and urges every tenant to evacuate the town, then she locks up and flees through the **City Gate** to the east.

Conversation

What do you think of Berinncorte?

"It's a lovely town, full of interesting people. Of course, I'm blessed to have some of the nicest, best, and wealthiest members of society under my care, so I'm a bit partial in my view."

Do you know anything about the strife between Zugul and Sheergath?

"It's such a shame, really. If both sides could simply put aside their differences, I think they'd find that they can

safely ignore one another and yet still believe what they wish. They'd all be so much more productive, both in their lives and in their faith."

What do you think of the Mayor and the government?

"Dominika Symms does a good job. Things are peaceful here, and not just for the elite. Common citizens enjoy the same comfort, and protection, as do our wealthiest. That's not often the case, across the Realm, as I've seen it."

Tell me about being a landlord.

"It's *interesting* work, to say the least. I hire a few part-time workers to assist with meals, but other than that, I'm a one-woman show, here. I've picked up skill through necessity in carpentry, negotiations, any number of things I never thought I'd have need to demonstrate. Here, though, and catering to the city's most powerful and hard-to-please folk, it's a never-ending challenge. One that I relish, to be fair, but still, a challenge."

Do you do any... other sorts of work on the side?

"Ha! No time for any of that, I'm afraid. My tenants keep me plenty busy. If I'm lucky and have a calm afternoon, I'll take a stroll in the gardens, or as an extravagance, I'll venture out of town for rare provisions."

Thrunne (Serving Wench)

CR 1/3; **XP** 135

Description

Thrunne and **Ownka** are both half-orc serving wenches and sometimes-cooks at the **Leaky Cask Tavern**. The similarities end there, however: **Thrunne** is decidedly the more charming, full-figured, and personable of the two, though in a fight, you'd want **Ownka** by your side, no doubt.

You can't judge a half-orc by her smile, however, and even though that's not really a colloquialism anybody says in town, **Thrunne's** warm demeanor belies her Lawful Evil nature: she'll take advantage of any customer who's had quite too many drinks. Between her bodice and the ale, she can generally upsell a customer to give them a more expensive meal, ask them outright to tip her a certain extra amount, or even buy her items. She's Lawful, however, so will never steal from such customers; it's important to her that they do what they do my their own free will, just... incented, a little bit, as needs be.

Appearance

"Buxom for a half-orc maid" is the way most would describe her, and it's true; **Thrunne** is lovely and warm in all the ways most would expect of a stereotypical serving wench. She's just also got huge incisors, and a somewhat brutish physique underlying her curves. She keeps her blackish-brown hair long and brushed out, usually with a bow of some manner; sometimes she gives braiding a try.

Combat Tactics

Thrunne has no taste for combat, and will generally avoid it unless it's clear she's about to get killed unless she does something. Given any chance to maneuver, she will flee the **Tavern** and seek the nearest **Militia Guard Post**.

Factions

None. **Thrunne**'s tribute goes directly to **Berinncorte City**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Female Half-Orc; LE Medium humanoid (human)			
Class	Commoner 1	Commoner 6	Commoner 12	Commoner 16
Initiative	**+1**	**+1**	**+1**	**+1**
Senses	**Perception** +2; **Darkvision** 60 ft.	**Perception** +9; **Darkvision** 60 ft.	**Perception** +13; **Darkvision** 60 ft.	**Perception** +21; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +2 leather armor)	**AC** 14, **touch** 11, **ff** 13 (+1 Dex, +3 studded leather armor)	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 *studded leather armor +1*)
hp / HD	**6** (1d6)+2	**44** (6d6)+17	**87** (12d6)+35	**115** (16d6)+47
Saves	**Fort** +2, **Ref** +1, **Will** -2	**Fort** +4, **Ref** +3, **Will** +0	**Fort** +8, **Ref** +7, **Will** +3	**Fort** +9, **Ref** +8, **Will** +7
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** spiked gauntlet +0 (1d4)	**Melee** spiked gauntlet +3 (1d4)	**Melee** *+1 spiked gauntlet* +7/+2 (1d4+1)	**Melee** *+1 breaking spiked gauntlet* +9/+4 (1d4+1)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 11, **Dex** 12, **Con** 15, **Int** 9, **Wis** 7, **Cha** 14	**Str** 11, **Dex** 12, **Con** 15, **Int** 10, **Wis** 7, **Cha** 14	**Str** 11, **Dex** 12, **Con** 15, **Int** 10, **Wis** 9, **Cha** 14	**Str** 11, **Dex** 12, **Con** 15, **Int** 10, **Wis** 10, **Cha** 14
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 11	**Base Atk** +3; **CMB** +3; **CMD** 14	**Base Atk** +6; **CMB** +6; **CMD** 17	**Base Atk** +8; **CMB** +8; **CMD** 19
Feats	Throw Anything	Alertness, Light Armor Proficiency, Throw Anything	Alertness, Light Armor Proficiency, Great Fortitude, Improved Great Fortitude, Lightning Reflexes, Throw Anything	Alertness, Light Armor Proficiency, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Throw Anything

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal -2, Intimidate +4, Perception +2, Perform (Untrained) +2, Profession (Cook) +2, Ride +1, Sense Motive -2, Stealth +1, Survival -2	Acrobatics +1, Bluff +2, Climb +5, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal -2, Intimidate +4, Perception +9, Perform (Untrained) +2, Profession (Cook) +5, Ride +1, Stealth +1, Survival -2, Swim +4	Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Heal -1, Intimidate +4, Perception +13, Perform (Untrained) +2, Profession (Cook) +14, Sense Motive +1, Survival -1, Swim +4	Acrobatics +1, Bluff +2, Climb +5, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Intimidate +4, Perception +21, Perform (Untrained) +2, Profession (Cook) +18, Ride +1, Sense Motive +2, Stealth +1, Swim +5
Languages	Common, Orc			
Special Qualities	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity
Treasure	spiked gauntlet; peasant's outfit **27 cp**	spiked gauntlet; peasant's outfit; leather armor **5 sp; 19 cp**	*+1 spiked gauntlet*; peasant's outfit; studded leather armor **23 sp; 71 cp**	*+1 breaking spiked gauntlet*; peasant's outfit; *+1 studded leather armor* **3 gp; 37 sp; 91 cp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

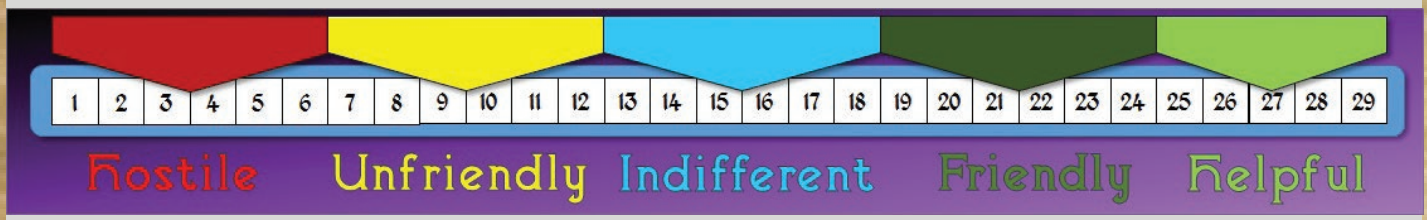


Table 74: Attitude Modifiers for Thrunne

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Single Simple Weapon Proficiency (Gauntlet (Spiked)) You understand how to use Gauntlet (Spiked)

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Thrunne** will either be asleep in quarters in the **Lower-Class Residential District** (65%), or be shopping for supplies and catching up with friends in the **Town Square** (35%).

At night, she will be working at the **Leaky Cask Tavern** until closing, then heading back to her room after helping clean up.

Background

Thrunne comes from a warm, caring half-orc family, on the other side of the realm. She helped with the farming, but the work bored her; toward the end of her teenage years, her wanderlust and sense of adventure caused her to set out on her own. Her parents, while devastated to lose their darling daughter, were nevertheless supportive, and she was off.

The half-orc had some somewhat tame, timid adventures over the past three years, but has settled in **Berinncorte** for the time being. Serving and cooking pays the bills, and she manages to save a bit here and there, toward the next phase of her adventures... whatever those might be!

In the Obelisk Attack

Ownka and **Thrunne** are shopping for supplies together at the **Town Square** when the **Obelisk Erupts**. Both are sadly slain fairly quickly after the creatures emerge from the fissure into the town.

Conversation

What do you think of Berinncorte?

"Oh, it's a lovely town. Good-hearted, kind, decent folk... and it's not too hard to find a few who take to the drink a bit too much more than they should." *She winks.*

Do you know anything about the strife between Zugul and Sheergath?

"Oh, sure, you hear things; how could you not, in a tavern? But I pay it no mind. I've not seen all the realm, but enough of it to know religions will always be at each others' throats. A faith on its own would be a boring thing! No, they need the other chapel across the town, the country, whatever, to compete with. The gods must have great sport of us to watch us posture and accuse in their names!"

What do you think of the Mayor and the government?

"Symms seems okay. Never seen her hoist a mug of ale in the Cask, though. I don't trust anyone, thinks themselves too good to drink with the common man."

Tell me about being a serving wench.

"Well, it's crude work, and make no mistake. But you meet lots of interesting folks. I daresay nobody knows the citizens of Berinncorte as we do!"

Do you do any... other sorts of work on the side?

"If you mean singing, dancing, or a hobby, no, not really. I've a hankering for adventure; always wanted to hunt around in caves and such. But as you can see, I can't go alone; I'd need a group to help, to be sure. Past that, if you're looking for a bed companion, you're best off asking Jozan."

Tudra Coppereye (Sage)

CR 5; **XP** 1,600

Description

Berinncorte's resident Sage, **Tudra** operates out of the **Library**. She's part of why the building is often referred to as the "Library/Sage's".

She typically keeps to herself, isolated and in a strange combination of research and communing with... something. What, exactly, it is that she speaks to, when she's alone and the door is closed, not even her colleagues know.

Despite her bizarre habits and creepy practices, she's often consulted by those who are seeking answers, guesses, or something far beyond what mere books and first-hand experience can provide.

Appearance

Tudra is a hunched, wizened dwarf with cloudy eyes and tons of off-putting black ear hair. Her movements are jerky, unpredictable, and spastic; they are the motions of something not quite dwarven, not quite humanoid.

An Oracle, she's prone to holding conversations heard one-way, with someone or something unseen. Some of these are legitimate Oracular séances; other times, it's more like she's speaking to herself, but aloud, and in a way that mimics those spiritual connections.

She dresses in multicolored robes and cloaks, often several piled atop one another. As such, it's very difficult to tell how large she is; a sizable percentage of her apparent volume is simply clothing of various natures.

Combat Tactics

Tudra will not willingly fight, but if challenged, she will cast spells as best she is able. She'll avoid melee if possible, and will generally speaking not flee.

What little part of her is self-reflective is well aware how bizarre her appearance, demeanor, and actions can appear to be, and she will use this to her advantage in a fighting scenario.

The GM is encouraged to remember that in most circumstances, it's not necessarily apparent to an observer what class and level an NPC is—at any challenge level, for all the PCs know, **Tudra** might well be a 20th-level character! Use this mystique to **Tudra's** advantage, and play up the aura of the bizarre as its own form of "social armor".

Factions

Tudra has been involved in many mysticisms, and even some organizations some might describe as "cults"... but none, formally, right now.

Her **tribute** thus goes direct to **Berinncorte City**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 5; **XP** 1,600	**CR** 12; **XP** 1,200	**CR** 15; **XP** 51,200	**CR** 18; **XP** 153,600
Sex / Race	Female Dwarf; NG Medium humanoid (dwarf)			
Class	Expert 4 / Oracle 2	Expert 8 / Oracle 5	Expert 8 / Oracle 8	Expert 8 / Oracle 11
Initiative	**+0**	**+0**	**+0**	**+0**
Senses	**Perception** +4; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 10, **touch** 10, **ff** 10 (no mods)	**AC** 12, **touch** 10, **ff** 12 (+2 leather armor)	**AC** 13, **touch** 10, **ff** 13 (+3 *leather armor +1*)	**AC** 15, **touch** 10, **ff** 15 (+5 *studded leather armor +2*)
hp / HD	**32** (4d8)+(2d8)+6	**74** (8d8)+(5d8)+13	**83** (8d8)+(8d8)+16	**97** (8d8)+(11d8)+19
Saves	**Fort** +2, **Ref** +1, **Will** +11 +2 vs. poison, spells, and spell-like abilities	**Fort** +4, **Ref** +5, **Will** +14 +2 vs. poison, spells, and spell-like abilities	**Fort** +5, **Ref** +6, **Will** +18 +2 vs. poison, spells, and spell-like abilities	**Fort** +8, **Ref** +7, **Will** +19 +2 vs. poison, spells, and spell-like abilities
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** dagger +1 (1d4-3/19-20) or **Ranged** dagger (thrown) +4 (1d4-3/19-20)	**Melee** dagger +6/+1 (1d4-3/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4-3/19-20)	**Melee** *+1 dagger* +10/+5/+0 (1d4-2/19-20) or **Ranged** *+1 dagger* (thrown) +13/+8/+3 (1d4-2/19-20)	**Melee** *+1 ghost touch dagger* +12/+7/+2 (1d4-2/19-20) or **Ranged** *+1 ghost touch dagger* (thrown) +15/+10/+5 (1d4-2/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	-	-	-	Phantom Touch

	Low	Moderate	Advanced	Elite
Prepared Spells	**Oracle (CL 2nd):** **1st (5x/day)** – *command, detect chaos, unseen servant, cure light wounds* **0th (at will)** – *detect magic, guidance, light, purify food and drink, read magic*	**Oracle (CL 5th):** **2nd (5x/day)** – *aid, augury, spiritual weapon, cure moderate wounds* **1st (7x/day)** – *command, detect chaos, entropic shield, know the enemy, unseen servant, cure light wounds* **0th (at will)** – *detect magic, guidance, light, purify food and drink, read magic*	**Oracle (CL 8th):** **4th (3x/day)** – *discern lies, cure critical wounds, spiritual ally* **3rd (5x/day)** – *discovery torch, invisibility purge, heroism, cure serious wounds* **2nd (7x/day)** – *aid, augury, calm emotions, spiritual weapon, cure moderate wounds* **1st (7x/day)** – *command, detect chaos, entropic shield, know the enemy, remove fear, unseen servant, cure light wounds* **0th (at will)** – *detect magic, guidance, light, purify food and drink, read magic, stabilize*	**Oracle (CL 11th):** **5th (4x/day)** – *dispel chaos, disrupting weapon, cure light wounds (mass), telekinesis* **4th (6x/day)** – *ancestral gift, discern lies, dismissal, cure critical wounds, spiritual ally* **3rd (6x/day)** – *discovery torch, dispel magic, invisibility purge, magic ricle against chaos, heroism, cure serious wounds* **2nd (7x/day)** – *aid, augury, calm emotions, hold person, restoration (lesser), spiritual weapon, cure moderate wounds* **1st (7x/day)** – *command, detect chaos, entropic shield, know the enemy, remove fear, unseen servant, cure light wounds* **0th (at will)** – *detect magic, guidance, light, purify food and drink, read magic, stabilize*
Statistics				
Ability Scores	**Str** 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 12	**Str** 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 14	**Str** 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 15	**Str** 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 15
Core Attack	**Base Atk** +4; **CMB** +1; **CMD** 11 (15 vs. bullrush or trip)	**Base Atk** +9; **CMB** +6; **CMD** 16 (20 vs. bullrush or trip)	**Base Atk** +12; **CMB** +9; **CMD** 19 (23 vs. bullrush or trip)	**Base Atk** +14; **CMB** +11; **CMD** 21 (25 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))

	Low	Moderate	Advanced	Elite
Skills	Appraise +3, Artistry +3, Bluff +2, Climb -3, Craft (Untrained) +3, Diplomacy +1, Disguise +1, Heal +8, Intimidate +1, Knowledge (Arcana) +12, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +12, Knowledge (Nobility) +12, Knowledge (Planes) +15, Knowledge (Religion) +12, Perception +4, Perform (Untrained) +1, Sense Motive +11, Stealth +1, Survival +4, Swim -3, Use Magic Device +2	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +19, Knowledge (Geography) +11, Knowledge (History) +25, Knowledge (Local) +25, Knowledge (Nature) +19, Knowledge (Nobility) +19, Knowledge (Planes) +25, Knowledge (Religion) +19, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic Device +3	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +22, Knowledge (Geography) +13, Knowledge (History) +28, Knowledge (Local) +28, Knowledge (Nature) +22, Knowledge (Nobility) +22, Knowledge (Planes) +28, Knowledge (Religion) +22, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic Device +3	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +25, Knowledge (Geography) +13, Knowledge (History) +31, Knowledge (Local) +31, Knowledge (Nature) +25, Knowledge (Nobility) +25, Knowledge (Planes) +31, Knowledge (Religion) +25, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic Device +3
Languages	Common, Abyssal, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues
Special Qualities	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Spirit Shield, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Spirit Shield, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors
Treasure	dagger; scholar's outfit **8 cp**	dagger; scholar's outfit; leather armor **12 sp; 3 cp**	*+1 dagger*; scholar's outfit; *+1 leather armor* **1 pp; 1 gp; 100 cp**	*+1 ghost touch dagger*; scholar's outfit; *+2 studded leather armor* **2 pp; 20 gp; 30 cp**
Magic				
Spells per Day	**Oracle (CL 2nd):** 0/5/0/0/0/0/0/0/0 DC 12 + spell level	**Oracle (CL 5th):** 0/7/5/0/0/0/0/0/0 DC 13 + spell level	**Oracle (CL 8th):** 0/7/7/5/3/0/0/0/0 DC 13 + spell level	**Oracle (CL 11th):** 0/7/7/6/6/4/0/0/0 DC 13 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

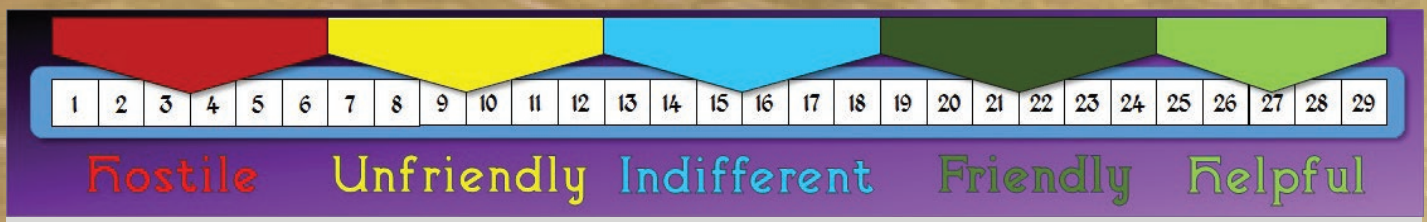


Table 75: Attitude Modifiers for Tudra Coppereye

Name	Condition	Effect	Notes
Action	Tudra is aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Tudra in the Sage's Hall (p 210)	**-3**	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Tudra's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	**-8**	Counts regardless as to "who started it"
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)

Name	Condition	Effect	Notes
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Ancestor Mysteries You draw upon the divine mystery of your Ancestors to grant your spells and powers.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Phantom Touch (Su) As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for 5 rounds. You can use this ability 5/day.

Sacred Council (Su) As a move action, you can call upon your ancestors to provide council. This advice grants you a +2 bonus on any one d20 roll. This effect lasts for 1 round. You can use this ability 2/day.

Spirit Shield (Su) You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +8 armor bonus. You can use this shield for 11 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Tongues In times of stress or unease, you speak in tongues. Whenever you are in combat, you can only speak two selected languages. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You can speak and understand any spoken language, as if under the effects of tongues, but your speech is still restricted during combat.

Tongues ~ Abyssal You gain Abyssal as a bonus language.

Tongues ~ Celestial You gain Celestial as a bonus language.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wisdom of the Ancestors (Su) You can enter a trance in which you commune with the spirits of your ancestors. Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance you have gained mystical insight into the future. The knowledge you gain is equivalent to a commune spell. This spell effect does not require material components.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Habits and Logistics

During daylight hours, **Tudra** will be in the **Library**. There is a **35%** chance she will be asleep, a **35%** chance she will be awake and reading, and a **30%** chance she will be holding a session with a client.

At night, **Tudra** holds the exact same pattern as during the day. It may seem unusual for her to see clients at all hours, but this only adds to the mysteriousness she cultivates with her odd behavior.

Background

There are many strange things about the city's Oracle. Perhaps the oddest is also the most difficult to figure out: nobody in the city knows when and where she came from!

Despite many citizens having been born, raised, and having lived their entire lives in **Berinncorte**, none can quite put their finger on when it as that the venerable dwarf oracle came to be in her current position. Her colleagues, the ones who know her best, perhaps, are no help: both **Biggen Gurble** and **Gunnloda Balderk** have arrived to their positions within the past ten years, and both will swear that old **Tudra** was already in residence at the **Library/Sage** when they did.

In reality, this seemingly otherworldly effect has a much more natural source: **Tudra** is the oldest citizen still living in **Berinncorte**, and is much, much older than she seems. Makeup, a bit of enchantment, and numerous other more mundane effects all contribute to her appearing old, but not as ancient as she truly is.

In the Obelisk Attack

Tudra is in her private quarters during the **Obelisk Eruption**, and stays there. She perhaps knows more about the **Obelisk** and its true purpose than nearly anyone in the city, but is so shocked and unnerved by its appearance and the events that follow that she does not volunteer her knowledge broadly in the aftermath.

Conversation

What do you think of Berinncorte?

"One, there was, what might be bold; two, there was, their tale untold." *This is intentionally gibberish, and has nothing to do with any prophecy, city, or citizen.*

Do you know anything about the strife between Zugul and Sheergath?

"One, there was, what might be bold; two, there was, their woes tenfold."

***Sense Motive, Knowledge (Local)**, or **Knowledge (Religion)** check at DC 17, upon hearing the above:*
You sense that this may mean that if only one of the faiths had been in the city, without the other, the present conflict would not exist.

What do you think of the Mayor and the government?

"Without the stalwart Mayor, the lands would be stripped bare; indeed must be a struggle, but not all fall to rubble."

***Sense Motive, Knowledge (Local)**, or **Knowledge (Religion)** check at DC 14, upon hearing the above:*
You're not exactly sure, but your skin tingles with a sense of true prophecy. What precisely this means, you don't yet know.

Tell me about being an Oracle.

She looks at you with a sudden clarity, as though a murky veil had temporarily been dropped. "Why, 'tis wondrous. All folk need answers, and those that have them, needs must give." *She smiles, and then, just as quickly as it had begun, her brief moment of happiness and normalcy fades away; her eyes unfocus and stare at something just behind you, or far past you, and her smile exhausts itself on her face.*

Do you do any... other sorts of work on the side?

She stares blankly at you, her head shifting forward and back in time with her heartbeat. She says nothing; you cannot be certain she even absorbed the question.

Unglar (Sheergath Guard)

CR 2; **XP** 600

Description

Unglar is a devout half-orc, and serves as a strange combination of security guard and cleric. He helps with temple services, takes out the trash (literally; that's not a euphemism for handling disorderly intruders), cleans up, and will occasionally hold services himself in the absence of **Larissa** or **Denzys**.

Appearance

The half-orc barbarian cleric is a deep-voiced, solemn sort. His hair is cut like a monk's, and he always wears flowing long cloaks in the colors and symbolic embroidery of **Sheergath**. His hands are enormous, even for a half-orc's, and bear dozens of scars that reach up his forearms. He will not say anything as to their genesis, only shaking his head in serious remembrance.

Combat Tactics

A vicious, zealous fighter, **Unglar** will fight to the death in defense of his livelihood, his colleagues, or his church. He will also dive into any combat he happens upon, picking a side mostly on instinct and loving a good battle.

Even so, he will tend not to seek out a fight that does not already exist, and will gladly talk or shout at you if you'd prefer to simply have words with him.

Factions

Sheergath Temple; security / enforcer.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Male Half-Orc; CN Medium humanoid (orc, human)			
Class	Barbarian 2 / Cleric 1	Barbarian 3 / Cleric 4	Barbarian 6 / Cleric 8	Barbarian 8 / Cleric 10
Initiative	+2	+2	+3	+3
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +12; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.	**Perception** +28; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 15, **touch** 13, **ff** 15 (+2 Dex, +3 studded leather armor)	**AC** 18, **touch** 12, **ff** 18 (+2 Dex, +6 chainmail)	**AC** 21, **touch** 13, **ff** 21 (+3 Dex, +8 *breastplate* +2)	**AC** 22, **touch** 13, **ff** 22 (+3 Dex, +9 *bolstering breastplate* +3)
hp / HD	**20** (2d12)+(1d8)-1	**37** (3d12)+(4d8)-4	**71** (6d12)+(8d8)-8	**94** (8d12)+(10d8)-10
Saves	**Fort** +4, **Ref** +2, **Will** +5	**Fort** +6, **Ref** +4, **Will** +9 +1 Reflex to avoid traps	**Fort** +12, **Ref** +9, **Will** +12 +2 Reflex to avoid traps	**Fort** +14, **Ref** +10, **Will** +14 +2 Reflex to avoid traps
Defensive Abilities	Uncanny Dodge	Uncanny Dodge, Trap Sense +1	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge; DR 1/-
Offense				
Movement	**Speed** 30 ft.; Fast Movement			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** bastard sword +2 (2H: 1d10/19-20) or **Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20)	**Melee** *+1 bastard sword* +7/+2 (2H: 1d10+1/19-20) or **Melee** *+1 dagger* +7/+2 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +9/+4 (1d4+1/19-20)	**Melee** *+2 anarchic bastard sword* +14/+9/+4 (2H: 1d10+2/19-20) or **Melee** *+1 dagger* +13/+8/+3 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +16/+11/+6 (1d4+1/19-20)	**Melee** *+3 anarchic bastard sword* +18/+13/+8 (2H: 1d10+3/19-20) or **Melee** *+3 dagger* +18/+13/+8 (1d4+3/19-20) or **Ranged** *+3 dagger* (thrown) +21/+16/+11 (1d4+3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Intimidating Glare, Touch of Chaos (4x/day)	Intimidating Glare, Touch of Chaos (5x/day)	Energy Resistance, Intimidating Glare, Touch of Chaos (5x/day)	Energy Resistance, Intimidating Glare, Touch of Chaos (5x/day)
Prepared Spells	**Innate Spell-Like Abilities (Su):** *augury* (1x/day) **Cleric (CL 1st; Chaos domain):** **1st** – *command, inflict light wounds* **0th** – *light, read magic, spark*	**Innate Spell-Like Abilities (Su):** *augury* (1x/day) **Cleric (CL 4th; Chaos domain):** **2nd** – *darkness, enthrall, protection from law (communal)* **1st** – *command, detect law, entropic shield, inflict light wounds, protection from law* **0th** – *detect magic, light, read magic, spark*	**Innate Spell-Like Abilities (Su):** *augury* (1x/day) **Cleric (CL 8th; Chaos domain):** **4th** – *aura of doom, chaos hammer, forceful strike* **3rd** – *dispel magic, invisibility purge, magic circle against law, wind wall* **2nd** – *align weapon (chaos), darkness, enthrall, hold person, protection from law (communal)* **1st** – *command, compel hostility, detect law, entropic shield, inflict light wounds, protection from law* **0th** – *detect magic, light, read magic, spark*	**Innate Spell-Like Abilities (Su):** *augury* (1x/day) **Cleric (CL 10th; Chaos domain):** **5th** – *break enchantment, command (greater), dispel law* **4th** – *aura of doom, chaos hammer, dismissal, forceful strike* **3rd** – *dispel magic, inflict serious wounds, invisibility purge, magic circle against law, wind wall* **2nd** – *align weapon (chaos), darkness, enthrall, hold person (2x), protection from law (communal)* **1st** – *command, compel hostility, detect law, entropic shield, inflict light wounds, protection from law* **0th** – *detect magic, light, read magic, spark*
Statistics				
Ability Scores	**Str** 10, **Dex** 15, **Con** 8, **Int** 12, **Wis** 13, **Cha** 12	**Str** 10, **Dex** 15, **Con** 8, **Int** 12, **Wis** 14, **Cha** 12	**Str** 10, **Dex** 16, **Con** 8, **Int** 12, **Wis** 15, **Cha** 12	**Str** 10, **Dex** 16, **Con** 8, **Int** 12, **Wis** 16, **Cha** 12
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 14	**Base Atk** +6; **CMB** +6; **CMD** 18	**Base Atk** +12; **CMB** +12; **CMD** 25	**Base Atk** +15; **CMB** +15; **CMD** 28
Feats	Endurance, Iron Will	Antagonize, Endurance, Iron Will, Persuasive	Antagonize, Combat Reflexes, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Persuasive	Alertness, Antagonize, Combat Reflexes, Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Persuasive

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist -1, Fly -1, Heal +1, Intimidate +9, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Perception +7, Perform (Untrained) +1, Ride -1, Sense Motive +1, Survival +1, Swim -3, Use Magic Device +2	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb -5, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Escape Artist -3, Fly -3, Heal +2, Intimidate +15, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Knowledge (Religion) +7, Perception +12, Perform (Untrained) +1, Ride -3, Sense Motive +8, Sleight of Hand -2, Stealth -2, Survival +2, Swim -5, Use Magic Device +2	Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Heal +2, Intimidate +24, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +2, Knowledge (Religion) +14, Perception +19, Perform (Untrained) +1, Sense Motive +12, Sleight of Hand +1, Stealth +1, Survival +2, Swim -3, Use Magic Device +2	Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Heal +3, Intimidate +28, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +2, Knowledge (Religion) +16, Perception +28, Perform (Untrained) +1, Sense Motive +20, Sleight of Hand +1, Stealth +1, Survival +3, Swim -3, Use Magic Device +2
Languages	Common, Orc, Infernal			
Special Qualities	Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Agent of Fate, Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Chaos Blade (4 rounds, 1/day), Darkvision, Fast Movement, Guarded Stance, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Agent of Fate, Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Chaos Blade (5 rounds, 1/day), Damage Reduction, Darkvision, Fast Movement, Guarded Stance, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Rolling Dodge, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity
Treasure	bastard sword; studded leather armor; cleric's vestments; dagger 8 sp; 34 cp	*+1 bastard sword*; chainmail; cleric's vestments; *+1 dagger; wand of inflict light wounds* 12 gp; 38 sp; 91 cp	*+2 anarchic bastard sword*; *+2 breastplate*; cleric's vestments; *+1 dagger; wand of inflict moderate wounds* 2 pp; 16 gp; 61 sp	*+3 anarchic bastard sword*; *+3 bolstering breastplate*; cleric's vestments; *+3 dagger; wand of inflict serious wounds* 12 pp; 61 gp; 89 sp
Magic				
Spells per Day	**Cleric (CL 1st):** 3 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 12 + spell level	**Cleric (CL 4th):** 4 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level	**Cleric (CL 8st):** 4 / 5+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 / 0 DC 13 + spell level	**Cleric (CL 10th):** 4 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 DC 14 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

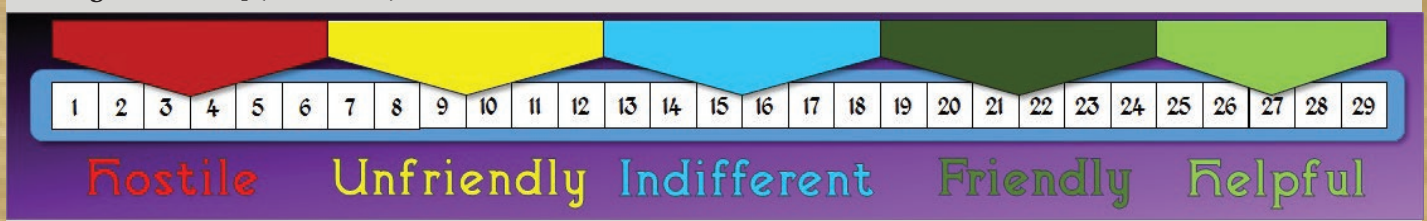


Table 76: Attitude Modifiers for Unglar

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Agent of Fate (Su) When you use your augury spell-like ability, you gain a benefit that lasts until the end of your next combat. If the result was "weal," all curing effects used on you cure an additional +1d10 hit points. If the result was "woe," your melee attacks deal an additional +1d6 points of damage. If the result is "weal and woe" or "nothing," you gain a +2 insight bonus to your Armor Class.

Augury (Sp) Once per day, you can use augury as a spell-like ability.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Chaos (Ex) You project a strong chaotic aura.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability

4 times per day.

Chaos Blade (Su) You can give a weapon tocuhed the Anarchic special weapon quality for 5 rounds. You can use this ability 1 times per day.

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Energy Resistance (Ex) While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time is applies to a different energy type.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 17 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 36 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 17 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 36 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +2 dodge bonus to your Armor Class against ranged attacks for 1 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Touch of Chaos (Sp) You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 6 times per day.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Variant Channeling - Destruction Heal - Creatures gain a + channel bonus on attack and damage rolls against objects, CMB for sunder attempts, and Strength checks to break objects until the end of your next turn. Harm - Unattended objects take full channel damage (not half).

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target’s Hit Dice + the target’s Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Habits and Logistics

During daylight hours, **Unglar** will typically (70%) be in the **Sheergath Temple**, tending to his duties with the church. The remainder of the time (30%), he will be in the **Town Square**, buying supplies, speaking with others, and so on.

At night, **Unglar** sleeps in the church itself, on one of the pews. He does this out of a sense of devotion, but in truth, it's also an easily-defensible way of being frugal and saving money.

Background

Unglar was a brutal adventurer in his youth, traveling the realm, slaying monsters, and winning treasure. He made enemies of his allies easily, however, and one day, his comrades turned on him, leaving him for death in a cavern. **Unglar** fought his way out, and one by one, tracked his betrayers down and slew them all.

Though he survived and got his vengeance, he was left psychologically battered, and uncertain as to his fate going forward. Weary, weeping, and in pain, he stumbled into the **Sheergath Temple** of **Berinncorte**, and found within the peace and direction he had so desperately sought.

Ever since, he has been a loyal, dedicated servant of the church and its god.

In the Obelisk Attack

Unglar hears the commotion, and charges across town, wading into the fray and doing battle with the monsters that attack the town. He is overcome, however, and perishes amid the horrid intruders.

Conversation

What do you think of Berinncorte?

"It is the location of my salvation, and home to a sterling example of faith to the one true god, Sheergath."

Do you know anything about the strife between Zugul and Sheergath?

"Quite. Sheergath devout such as myself see the wisdom of hear teachings: that chaos is a word we use to label human nature, and order is the enemy of the true attitude of all beings. Nature, the gods, the realm entire—it is all chaos, and any attempt to view it otherwise is foolishness. The 'strife' of which you speak is at the very core of our faith, and cannot be resolved until the town rids itself of the falsehoods of Zugul."

What do you think of the Mayor and the government?

"Symms is embattled with the very nature of her citizens. Rather than accept, embrace, nurture, or harness the chaos of their lives, she tries to squash that core aspect of their being. Many feel as though the rules, the law, the order of the city are punishingly unreasonable, even if they are meant well and toward a noble purpose of peace and prosperity.

Vanya Berezin (Merchant)

CR 1/2; **XP** 200

Description

There are many places to go in **Berinncorte** for a bite to eat—but for the adventurer or traveler, few vendors do as good a job, and have as many wares, as **Vanya Berezin**. The petulant yet persistent human hawks all manner of rations and trail food, and does so at prices that undercut most other sources in town. He's only in the city for a part of the year, and then on to other towns in his rotation. Of late, though, sales here have been so good that he's condsidering putting down roots for the first time ever.

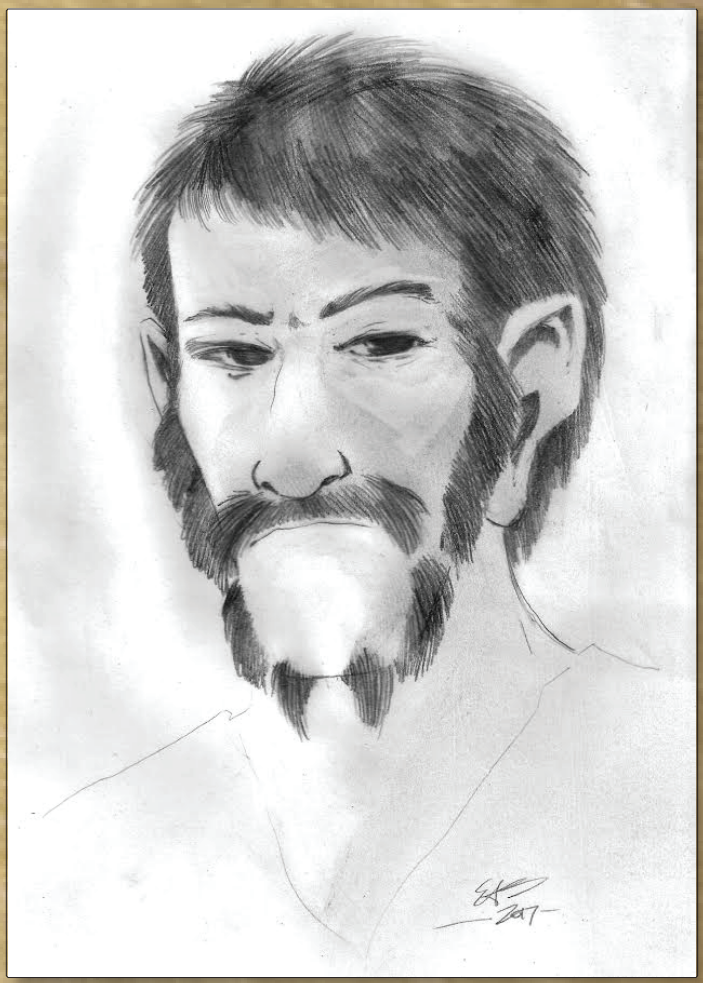
Appearance

Vanya is a scrawny man, slender in both build and bones. He wears black facial hair in erratic tufts that seems unintentional—which likely means he spends a great deal of time cultivating the look, which has the effect mainly of suggesting to onlookers that he possesses no mirrored surface.

Combat Tactics

No other way to put it: **Vanya Berezin** is a corward, plain and simple. He shies away from violence, and will threaten to call the **Militia** for the least little thing. In game terms, any **Intimidate** check the party attempts against the man will result in him summoning the **Militia** to his aid. To the party's benefit, however, most **Militia** members know **Vanya** well for this frequent "crying wolf"; they feel duty-bound to approach, but will start conversation **Unfriendly** to the merchant and **Indifferent** to whomever is the "cause" of the complaint.

In an actual fight, **Vanya** will flee no matter what the circumstances; if cornered and further escape is physically impossible, he will attempt to surrender or offer the assailants whatever they wish.



Factions

Vanya is a member of the **Antimagic Shell**, mainly out of his hatred and jealousy of those who wield magical powers. He himself was picked on as a child by acquaintances with an aptitude; his prejudice is born partly from those memories.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male Human; LE Medium humanoid (human); old age			
Class	Commoner 2	Commoner 6	Commoner 10	Commoner 14
Initiative	**+0**	**+0**	**+0**	**+0**
Senses	**Perception** +5	**Perception** +11	**Perception** +17	**Perception** +21
Defense				
Armor Class	**AC** 11, **touch** 10, **ff** 11 (+1 padded armor)	**AC** 12, **touch** 10, **ff** 12 (+2 leather armor)	**AC** 13, **touch** 10, **ff** 13 (+3 studded leather armor)	**AC** 14, **touch** 10, **ff** 14 (+4 chain shirt)
hp / HD	**5** (2d6)-2	**16** (6d6)-6	**26** (10d6)-10	**49** (14d6)
Saves	**Fort** -2, **Ref** +0, **Will** +0	**Fort** +0, **Ref** +2, **Will** +2	**Fort** +3, **Ref** +3, **Will** +3	**Fort** +5, **Ref** +4, **Will** +4
Offense				
Movement	**Speed** 30 ft.	**Speed** 35 ft.	**Speed** 20 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** sickle +0 (1d6-1) or **Melee** shortspear +0 (1d6-1) or **Ranged** shortspear (thrown) +1 (1d6-1)	**Melee** sickle +2 (1d6-1) or **Melee** shortspear +2 (1d6-1) or **Ranged** shortspear (thrown) +3 (1d6-1)	**Melee** masterwork shortspear +5 (1d6-1) or **Ranged** masterwork shortspear (thrown) +6 (1d6-1) or **Melee** masterwork sickle +5 (1d6-1)	**Melee** masterwork shortspear +7/+2 (1d6-1) or **Ranged** masterwork shortspear (thrown) +8/+3 (1d6-1) or **Melee** masterwork sickle +7 (1d6-1)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 11, **Con** 7, **Int** 9, **Wis** 11, **Cha** 13	**Str** 8, **Dex** 11, **Con** 7, **Int** 9, **Wis** 11, **Cha** 14	**Str** 8, **Dex** 11, **Con** 7, **Int** 10, **Wis** 11, **Cha** 14	**Str** 8, **Dex** 11, **Con** 8, **Int** 10, **Wis** 11, **Cha** 14
Core Attack	**Base Atk** +1; **CMB** +0; **CMD** 10	**Base Atk** +3; **CMB** +2; **CMD** 12	**Base Atk** +5; **CMB** +4; **CMD** 14	**Base Atk** +7; **CMB** +6; **CMD** 16
Feats	Armor Proficiency, Light, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Persuasive, Run, Throw Anything
Skills	Appraise -1, Bluff +1, Climb -1, Craft (Untrained) -1, Diplomacy +3, Disguise +1, Intimidate +3, Perception +5, Perform (Untrained) +1, Profession (Cook) +5, Swim -1	Appraise -1, Bluff +2, Climb -1, Craft (Untrained) -1, Diplomacy +4, Disguise +2, Intimidate +4, Perception +11, Perform (Untrained) +2, Profession (Cook) +9, Sense Motive +2, Swim -1	Acrobatics -3, Bluff +2, Climb -4, Diplomacy +4, Disguise +2, Escape Artist -3, Fly -3, Intimidate +4, Perception +17, Perform (Untrained) +2, Profession (Baker) +9, Profession (Cook) +13, Profession (Herbalist) +7, Ride -3, Sense Motive +2, Stealth -3, Swim -4	Acrobatics -3, Bluff +2, Climb -4, Diplomacy +4, Disguise +2, Escape Artist -3, Fly -3, Intimidate +4, Perception +21, Perform (Untrained) +2, Profession (Baker) +11, Profession (Cook) +17, Profession (Herbalist) +9, Ride -3, Sense Motive +2, Stealth -3, Swim -4
Languages	Common			
Special Qualities	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled
Treasure	sickle; shortspear; padded armor; traveler's outfit **41 cp; 7 sp**	sickle; shortspear; leather armor; traveler's outfit **81 cp; 16 sp; 2 gp**	masterwork sickle; masterwork shortspear; studded leather armor; traveler's outfit **18 gp; 34 sp**	masterwork sickle; masterwork shortspear; chain shirt; traveler's outfit **51 gp; 87 sp**

Attitude Tracker

Starting Attitude: 14 (Indifferent)

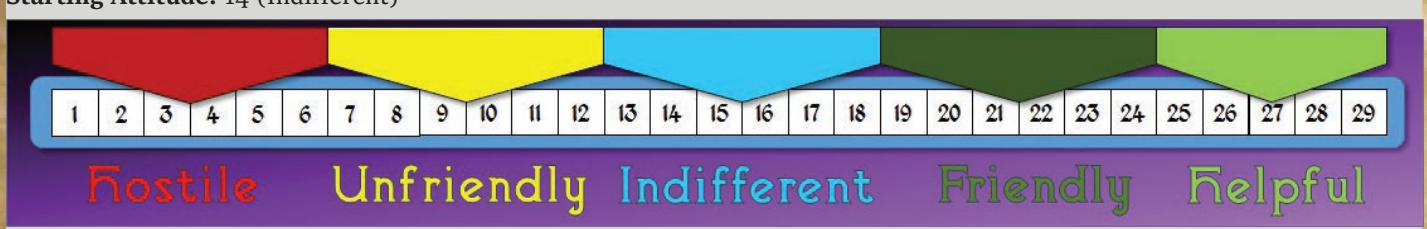


Table 77: Attitude Modifiers for Vanya Berezin

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Single Simple Weapon Proficiency (Sickle) You understand how to use Sickle

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in

one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, there is a good (55%) chance you will find **Vanya Berezin** in his kiosk in **Town Square**; the balance of his time, he will spend out of **Berinncorte**, making the rounds to his suppliers and other towns along the way.

At night, the man will frequently (70%) be found in the **Shanty Town** area of **Town Square.**

Background

Vanya will describe himself as always having been the underdog: physically weak, not gifted intellectually, and struggling at all ages to find his place in the Realm. This pattern continues to this day; though he has found some success in his current profession, it grants him no sense of fulfillment, of true purpose, and he is restless.

Worse still, he's never even had much in the way of dreams. Even in his childhood, when friends predicted they would be fighting dragons, or described themselves as "future kings", or assumed they would wind up being wealthy merchants, **Vanya** could only stare at the clouds and see blots, stains on an otherwise blue sky. It isn't that the man lacks imagination—just as it applies to his own life.

In the Obelisk Attack

Vanya is in his kiosk when the **Obelisk Erupts**, and is slain instantly. The good thing is that he feels no pain, but it's hard comfort and a sorry end for a man who never quite found himself and his reason for being.

Conversation

What do you think of Berinncorte?

"People here are just as hungry as they are elsewhere, I've found. Past that, it's a nice town, no real crime to speak of, and mercantile enterprises such as mine aren't interfered with."

Do you know anything about the strife between Zugul and Sheergath?

"I'm really not here long enough to form an opinion. I mean, yeah, I've heard some things, but likely not much more than you yourselves have, and I say that realizing you're strangers here."

What do you think of the Mayor and the government?

"Symms gets a reputation for telling everyone what to do and not do. I don't get it. She's never told me what to do or not do, and I like it that way. But I really don't *do* all that much, I suppose."

Tell me about being a food merchant.

"People need to eat. I help out with that. They seem to like my stuff. I try and do a good job, but let's be honest—I sell trail rations. Traveling food, you know? If it's awful, I'll not hear of it for many moons."

Do you do any... other sorts of work on the side?

"Ah, to have such drive, such ambition. No, good folk, I do not have any other enterprises on the side. Do you mean it's not enough? Selling food? Well... actually, I tend to agree with you on that. But it's what I do, and it seems I do it well. Keeps me fed. Not a bad life. Not a great one, barely even a good one, really. But not bad."

Waywocket Ningel (Jeweler)

CR 2; **XP** 600

Description

This humble-looking gnome is one of **Berinncorte's** finer and more reputed artisans, specializing in jewelcrafting and masonry. For her, it's a hobby, something to keep her mind busy; for others, it's a work of art.

She can't remember a time when she didn't have at least one project in the works; when one is nearing completion, someone always tends to come along with another one, so she is never bored. She does her work at the **Leaky Cask Tavern**; see **RTE-2: A Waywocket With Jewels**.

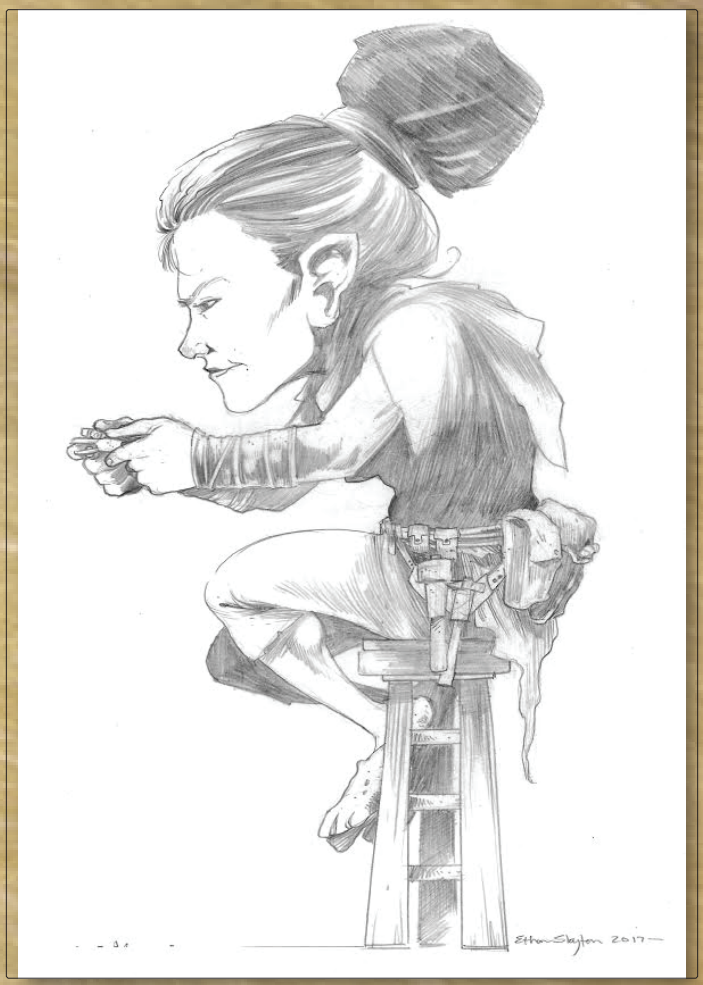
Appearance

A middle-aged gnome with a sunken face, she seems unremarkable at first glance: matted dark-brown hair tied back in a bun, drab clothes, and ever hunched over her work. One is tempted to overlook her, scanning on to the rest of the room, but there is something noteworthy about the obvious passion in her hands, in her focus, as she goes about the business of stonecrafting.

Combat Tactics

Waywocket is an artisan, not a soldier, and will shy away from a fight however it presents itself. She keeps a crossbow and dagger primarily for hunting game outside city limits, but knows how to use them both well enough to fight back should the absolute necessity present itself.

She is much loved in **Berinncorte**, and so will attract support if attacked. In any building, **2d4+2 Townsfolk** will join the fight one round after combat begins; on the streets, she will seek the nearest **Militia Guard Post** to similar, but more martially competent, effect.



Factions

Although her talent would allow her a pick of any of a number of merchant and crafting guilds, she keeps to herself, giving her share of **tribute** directly to the **City of Berinncorte**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 7; **XP** 3,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Female Gnome; TN Small humanoid (gnome)			
Class	Expert 4	Expert 9	Expert 14	Expert 18
Initiative	**+3**	**+3**	**+3**	**+4**
Senses	**Perception** +2; **Low-Light Vision**	**Perception** +2; **Low-Light Vision**	**Perception** +2; **Low-Light Vision**	**Perception** +2; **Low-Light Vision**
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 12 (+1 size, +1 Dex, +1 padded armor (small))	**AC** 14, **touch** 12, **ff** 13 (+1 size, +1 Dex, +2 leather armor (small))	**AC** 16, **touch** 12, **ff** 15 (+1 size, +1 Dex, +4 *studded leather armor +1* (small))	**AC** 18, **touch** 12, **ff** 17 (+1 size, +1 Dex, +6 *studded leather armor +3* (small))
hp / HD	**27** (4d8)+8	**61** (9d8)+18	**99** (14d8)+28	**123** (18d8)+40
Saves	**Fort** +3, **Ref** +4, **Will** +4; +2 vs. illusion spells or effects	**Fort** +7, **Ref** +8, **Will** +6; +2 vs. illusion spells or effects	**Fort** +8, **Ref** +9, **Will** +11; +2 vs. illusion spells or effects	**Fort** +10, **Ref** +12, **Will** +13; +2 vs. illusion spells or effects
Offense				
Movement	**Speed** 15 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** light crossbow (small) +7 (1d6/19-20) or **Melee** dagger (small) +2 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +7 (1d3-2/19-20)	**Ranged** light crossbow (small) +10/+5 (1d6/19-20) or **Melee** dagger (small) +5/+0 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +10/+5 (1d3-2/19-20)	**Ranged** *+2 light crossbow* +16/+11 (1d6+2/19-20) or **Melee** dagger (small) +9/+4 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +14/+9 (1d3-2/19-20)	**Ranged** *+3 light crossbow* (small) +21/+16/+11 (1d6+3/19-20) or **Melee** dagger (small) +12/+7/+2 (1d3-2/19-20) or **Ranged** dagger (small/thrown) +18/+13/+8 (1d3-2/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 6, **Dex** 17, **Con** 15, **Int** 15, **Wis** 10, **Cha** 7	**Str** 6, **Dex** 17, **Con** 15, **Int** 16, **Wis** 10, **Cha** 7	**Str** 6, **Dex** 17, **Con** 15, **Int** 16, **Wis** 10, **Cha** 8	**Str** 6, **Dex** 18, **Con** 15, **Int** 16, **Wis** 10, **Cha** 8
Core Attack	**Base Atk** +3; **CMB** +0; **CMD** 13	**Base Atk** +6; **CMB** +3; **CMD** 16	**Base Atk** +10; **CMB** +7; **CMD** 20	**Base Atk** +13; **CMB** +10; **CMD** 24
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Great Fortitude, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))
Skills	Acrobatics -3, Appraise +9, Artistry +2, Bluff -2, Climb -8, Craft (Gemcutting) +11, Craft (Jewelry) +12, Craft (Locks) +9, Craft (Sculptures) +6, Craft (Stonemasonry) +9, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -3, Fly -1, Intimidate -2, Knowledge (History) +9, Knowledge (Local) +9, Perception +2, Perform (Untrained) -2, Ride -3, Stealth +1, Swim -8	Acrobatics -3, Appraise +15, Artistry +12, Bluff -2, Climb -8, Craft (Gemcutting) +17, Craft (Jewelry) +18, Craft (Locks) +15, Craft (Sculptures) +12, Craft (Stonemasonry) +15, Craft (Untrained) +3, Diplomacy +7, Disguise -2, Escape Artist -3, Fly -1, Knowledge (History) +15, Knowledge (Local) +15, Perception +2, Perform (Untrained) -2, Ride -3, Stealth +1, Swim -8	Acrobatics -3, Appraise +20, Artistry +17, Bluff -1, Climb -8, Craft (Gemcutting) +22, Craft (Jewelry) +26, Craft (Locks) +20, Craft (Sculptures) +12, Craft (Stonemasonry) +20, Craft (Untrained) +3, Diplomacy +20, Disguise -1, Escape Artist -3, Fly -1, Intimidate +1, Knowledge (History) +20, Knowledge (Local) +20, Perception +2, Perform (Untrained) -1, Ride -3, Stealth +1, Swim -8	Acrobatics -2, Appraise +24, Artistry +21, Bluff -1, Climb -8, Craft (Gemcutting) +26, Craft (Jewelry) +30, Craft (Locks) +24, Craft (Sculptures) +21, Craft (Stonemasonry) +24, Craft (Untrained) +3, Diplomacy +20, Disguise -1, Escape Artist -2, Intimidate +1, Knowledge (History) +24, Knowledge (Local) +24, Perception +2, Perform (Untrained) -1, Ride -2, Stealth +2, Swim -8
Languages	Common, Dwarven, Elven, Gnome, Sylvan			
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

	Low	Moderate	Advanced	Elite
Treasure	artisan's outfit (small); padded armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); light crossbow (small) dull garnet (12 gp); chipped square emerald (34 gp); 61 gp	artisan's outfit (small); leather armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); light crossbow (small) ivory sphere (19 gp); scuffed ruby (130 gp); 12 pp; 61 gp	artisan's outfit (small); *+1 studded leather armor* (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); *+2 light crossbow* (small) small emerald (150 gp); tiny diamond (80 pp); 101 gp	artisan's outfit (small); *+3 studded leather armor* (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); *+3 light crossbow* (small) incomplete sapphire pendant (312 gp); nearly finished diamond earrings (181 gp); 190 gp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

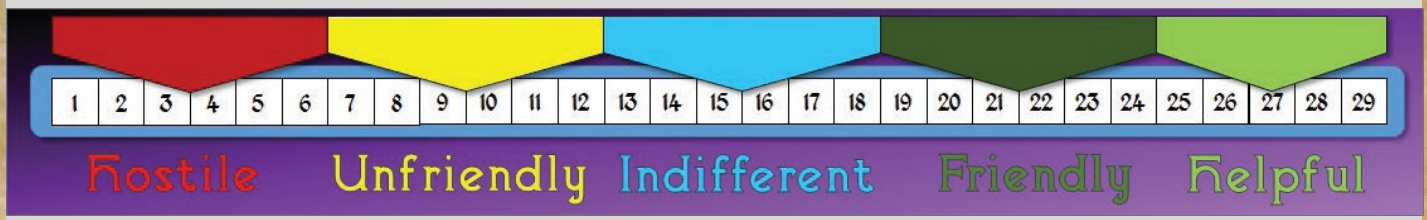


Table 78: Attitude Modifiers for Waywocket Ningel

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)

Name	Condition	Effect	Notes
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Craft (Gemcutting), Craft (Jewelry)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Habits and Logistics

During daylight hours, **Waywocket** typically (70%) will be in the **Town Square**, shopping for materials and components for her craft. The remainder of the time, she will be outside city limits, hunting or traveling.

At night, the gnome artisan will almost always (80%) be at the **Leaky Cask Tavern**, plying her trade and taking on customers if she's a mind to. The remainder of the time, she will be out of town, either delivering a particularly expensive item by hand, or searching for rare materials.

Background

Waywocket was always a quiet sort, heads-down over one project or another, and always curious about stones, rocks, and tools. She's worked in various side jobs, but has always considered her main focus to be stonework and jewelry. She views it as tremendously fortunate that she herself has no interest in jewels or adornments of her own—this frees her to be able to work without wanting to keep her creations.

In the Obelisk Attack

The gnome is hunched over her work at the **Tavern**, and hears the commotion. **Jozan** (page 675) helps her escape through the **Tavern's** southern door.

Conversation

What do you think of Berinncorte?

"It's fine. Love the Leaky Cask, and Jozan lets me do as much work as I want, here. Good business, quiet, and safe."

Do you know anything about the strife between Zugul and Sheergath?

"Not particularly. I'm aware there are two churches in town, but that's fairly it."

What do you think of the Mayor and the government?

"I suppose Symms keeps the peace? Or is that the Militia? Who gets credit?" *She shrugs, clearly disinterested.*

Tell me about being a jeweler.

"I'd say 'stone artisan'. Or 'tinkerer', heh. It's fine work. I get to focus on something I do quite well, and do it as much as I want. I've no shop or upkeep, no children, no family... it's nice to be freed, entirely, to focus on exactly and only what I want."

Do you do any... other sorts of work on the side?

"No. Mine's a quiet life, truly; work and sleep, with occasional interesting jaunts to deliver or acquire materials."

Welby Goodbarrel (Merchant)

CR 1/2; **XP** 200

Description

Berinncorte's General Store is owned by a childlike, cherubic halfling. **Welby Goodbarrel** is a humorous, energetic chap with a taste for fine wine.

Appearance

Welby appears to be an indulged child, writ slightly larger: chubby cheeks, wet eyes, perpetually-tousled light-brown hair, and freckles dotting his face and arms. Nevertheless, he's a ruthless tactician and negotiator, and though his demeanor feels ingratiating and generous, he is ever focused on his profit.

He dresses in extremely fine, well-made, and hand-tailored clothes, with only slight embroidery: riding the line, visually, between appearing fashionable and excessive.

Combat Tactics

Welby pays his long-time friend and good companion **Oneib** (page 725) in large part to ensure that he himself will never see battle first-hand. The halfling merchant will avoid armed conflict at all costs.

If possible, he will shout to his bodyguard to take the fight outside—partly to distance himself from the action, but also to ensure support from the **Berinncorte Militia**, **2d4+2** of whom will arrive promptly if fighting commences in the vicinity of the **General Store**.

If the combatants are distracted, **Welby** will watch the action as entertainment. If foes notice or creep toward him, or if the battle appears to be going poorly for the **Militia** and/or **Oneib**, he will escape. Make no mistake, he will feel truly guilty for abandoning his longtime comrade... but he will feel this guilt alive and well and prosperous somewhere else, to be sure.

Factions

Welby is a **3% tribute**-paying member of the **Adamantium Trail**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 16; **XP** 76,800
Sex / Race	Male Halfling; CN Small humanoid (halfling)			
Class	Expert 2	Expert 6	Expert 12	Expert 18
Initiative	+1	+1	+1	+1
Senses	**Perception** +6	**Perception** +10	**Perception** +16	**Perception** +21
Defense				
Armor Class	**AC** 12, **touch** 12, **ff** 11 (+1 size, + 1 Dex)	**AC** 15, **touch** 12, **ff** 14 (+1 size, + 1 Dex, +3 studded leather armor (small))	**AC** 23, **touch** 17, **ff** 22 (+1 size, + 1 Dex, +3 deflection, +2 misc (luck), +6 *chain shirt* +2 (small))	**AC** 25, **touch** 17, **ff** 24 (+1 size, + 1 Dex, +3 deflection, +2 misc (luck), +8 *mithral shirt* +4 (small))
hp / HD	**6** (2d8)-4	**16** (6d8)-12	**34** (12d8)-12	**49** (18d8)-18
Saves	**Fort** -1, **Ref** +2, **Will** +6; +2 vs. fear	**Fort** +1, **Ref** +4, **Will** +8; +2 vs. fear	**Fort** +6, **Ref** +6, **Will** +11; +2 vs. fear	**Fort** +8, **Ref** +10, **Will** +14; +2 vs. fear
Offense				
Movement	**Speed** 20 ft.	**Speed** 20 ft.	**Speed** 15 ft.	**Speed** 20 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** silver masterwork dagger (small) +1 (1d3-3/19-20) or **Ranged** silver masterwork dagger (small/thrown) +4 (1d3-3/19-20) or **Ranged** dart (small) +3 (1d3-2)	**Melee** silver masterwork dagger (small) +4 (1d3-3/19-20) or **Ranged** silver masterwork dagger (small/thrown) +7 (1d3-3/19-20) or **Melee** *+2 dagger* (small) +5 (1d3/19-20) or **Ranged** *+2 dagger* (small/thrown) +8 (1d3/19-20) or **Ranged** dart (small) +6 (1d3-2)	**Melee** *+2 dagger* (small) +10 (1d3/19-20) or **Ranged** *+2 dagger* (small/thrown) +13/+8 (1d3/19-20) or **Melee** *+1 dancing dagger* (small) +9/+4 (1d3-1/19-20) or **Ranged** *+1 dancing* dagger (small/thrown) +12/+7 (1d3-1/19-20) or **Ranged** dart (small) +11/+6 (1d3-2)	**Melee** *+2 dagger* (small) +15 (1d3+1/19-20) or **Ranged** *+2 dagger* (small/thrown) +17/+12/+7 (1d3+1/19-20) or **Melee** *+1 dancing dagger* (small) +14/+9/+4 (1d3/19-20) or **Ranged** *+1 dancing dagger* (small/thrown) +16/+11/+6 (1d3/19-20) or **Ranged** dart (small) +15/+10/+5 (1d3-1) or **Melee** *+3 bleeding dagger* (small) +16/+11/+6 (1d3+2/19-20) or **Ranged** *+3 bleeding dagger* (small/ thrown) +18/+13/+8 (1d3+2/19-20) or **Melee** *+3 corrosive burst dagger* (small) +16/+11/+6 (1d3+2/19-20) or **Ranged** *+3 corrosive burst* dagger (small/ thrown) +18/+13/+8 (1d3+2/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	-	-	*wand of lightning bolt*	*wand of lightning bolt*
Statistics				
Ability Scores	**Str** 7, **Dex** 12, **Con** 7, **Int** 14, **Wis** 15, **Cha** 14	**Str** 7, **Dex** 12, **Con** 7, **Int** 15, **Wis** 15, **Cha** 14	**Str** 7, **Dex** 12, **Con** 7, **Int** 16, **Wis** 15, **Cha** 14	**Str** 8, **Dex** 12, **Con** 8, **Int** 16, **Wis** 15, **Cha** 14
Core Attack	**Base Atk** +1; **CMB** -2; **CMD** 9	**Base Atk** +4; **CMB** +1; **CMD** 12	**Base Atk** +9; **CMB** +6; **CMD** 22	**Base Atk** +13; **CMB** +11; **CMD** 27
Feats	Light Armor Proficiency, Childlike, Simple Weapon Proficiency	Light Armor Proficiency, Childlike, Persuasive, Quick Draw, Simple Weapon Proficiency	Light Armor Proficiency, Betrayer, Childlike, Deceitful, Great Fortitude, Persuasive, Quick Draw, Simple Weapon Proficiency	Light Armor Proficiency, Medium Armor Proficiency, Betrayer, Childlike, Deceitful, Great Fortitude, Lightning Reflexes, Persuasive, Quick Draw, Simple Weapon Proficiency, Throw Anything

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +3, Appraise +7, Artistry +2, Bluff +7, Craft (Untrained) +2, Diplomacy +7, Disguise +2, Escape Artist +1, Fly +3, Handle Animal +3, Heal +3, Intimidate +7, Knowledge (History) +3, Knowledge (Nobility) +3, Linguistics(Drow) +3, Perception +6, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +5, Survival +3, Swim -2, Use Magic Device +3	Acrobatics +2, Appraise +11, Artistry +2, Bluff +9, Climb -1, Craft (Untrained) +2, Diplomacy +13, Disguise +2, Fly +2, Handle Animal +3, Heal +3, Intimidate +9, Knowledge (Geography) +7, Knowledge (History) +8, Knowledge (Nobility) +8, Linguistics(Drow) +3, Perception +10, Perform (Untrained) +2, Profession (Merchant) +8, Ride +1, Sense Motive +2, Stealth +4, Survival +3, Swim -3, Use Magic Device +3	Appraise +18, Artistry +3, Bluff +21, Climb -3, Craft (Untrained) +3, Diplomacy +21, Disguise +4, Escape Artist -2, Handle Animal +5, Heal +4, Intimidate +21, Knowledge (Geography) +9, Knowledge (History) +15, Knowledge (Local) +7, Knowledge (Nobility) +15, Linguistics(Drow) +4, Perception +16, Perform (Untrained) +2, Profession (Merchant) +14, Ride -1, Sense Motive +2, Stealth +2, Survival +5, Swim -5, Use Magic Device +3	Acrobatics +3, Appraise +23, Artistry +3, Bluff +26, Climb +1, Craft (Untrained) +3, Diplomacy +26, Disguise +4, Escape Artist +1, Fly +3, Handle Animal +11, Heal +4, Intimidate +26, Knowledge (Geography) +13, Knowledge (History) +20, Knowledge (Local) +16, Knowledge (Nobility) +20, Linguistics(Drow) +4, Perception +21, Perform (Untrained) +2, Profession (Merchant) +20, Ride +2, Sense Motive +2, Stealth +5, Survival +5, Swim -1, Use Magic Device +3
Languages	Common, Drow, Dwarven, Gnome, Halfling	Common, Drow, Dwarven, Gnome, Halfling	Common, Drow, Dwarven, Elven, Gnome, Halfling	Common, Drow, Dwarven, Elven, Gnome, Halfling
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity
Treasure	silver masterwork dagger (small); dart (small, x6); noble's outfit (small); signet ring 134 gp	silver masterwork dagger (small); *+2 dagger* (small); studded leather armor (small); dart (small, x6); noble's outfit (small); signet ring 51 pp; 287 gp	*+2 dagger (small); +1 dancing dagger (small); +2 chain shirt (small); cloak of deflection +3; boots of luck +2 (AC);* noble's outfit (small); signet ring; *wand of lightning bolt* 83 pp; 413 gp	*+2 dagger (small); +1 dancing dagger (small); cloak of deflection +3; +4 mithral shirt; boots of luck +2 (AC); wand of lightning bolt; +3 bleeding dagger (small); +3 corrosive burst dagger (small);* signet ring; noble's outfit (small) 91 pp; 609 gp; 400 sp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

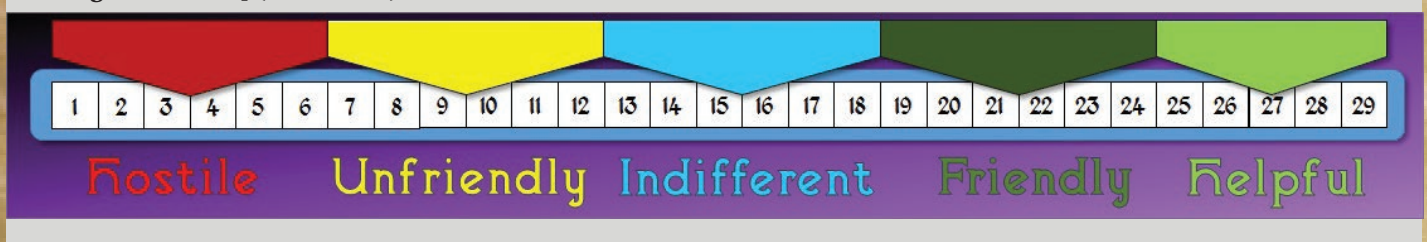


Table 79: Attitude Modifiers for Welby Goodbarrel

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are

proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Childlike Your resemblance to a human child tends to make others trust you, perhaps more than they should. You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Disguise skill checks to pose as a human child, and ignore the check penalties for disguising yourself as a different race and age category while doing so.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Treasure

In addition to the gear and loot described above, **Welby** carries on him the keys to the entire **General Store**, whose contents of course represent a great deal more wealth than he carries on his person.

The halfling merchant also holds sizable investments in many establishments across the realm.

Habits and Logistics

During daylight hours, **Welby** will be in the **General Store**, tending to business or counting coin.

At night, he will also remain in the **General Store**. Any food, drink, or other needs he has, he will typically send **Oneib** to obtain and bring back to his establishment. This partly serves the halfling's desire for comfort, but also security—the town's most prosperous merchant sitting down to rub elbows at the **Leaky Cask Tavern** might be a too-tempting invitation for mischief.

Background

Welby was born to a dirt-poor halfling family well across the realm. Struggling, and desperate, they sold their youngest son **Welby** to a seedy caravan.

Though the transaction, and that caravan's reputation, was nearly indistinguishable from slavery, the halfling was treated well, and given work to which his physique was adequate. One day, he happened to overhear a conversation at the right time, and put in a quick comment to aid his master, the lead merchant in the caravan. **Welby's** keen eye noticed a style imperfection in what was later discovered to be a fake masterpiece; the merchant was saved from a very costly mistake.

From that time onward, **Welby** was taken under the wing of the caravan leader as though a son never had. The change in relationship and stature served both men well, and ten years later, the caravan leader gifted **Welby** with two things: his freedom, and a retroactive **10%** commission on every transaction in which the halfling slave had been of assistance. Tears in his eyes, **Welby** parted from the only father figure he had ever truly valued, and set out to make his own profit.

In the Obelisk Attack

The halfling survives, though not without cost: he closes the doors to the store on **Oneib**, his longtime companion (and one-time lover). Tears may bead his eyes when he does so... but still, he does so.

Conversation

What do you think of Berinncorte?

"Great! It's great. Well, not so much for fashion. Or fine dining. Or, truth be told, its ale, though don't go saying that to Jozan. I'm glad of the business, and thrilled I can give back so much to the citizens who have helped me prosper."

Do you know anything about the strife between Zugul and Sheergath?

"This god, that god—makes little difference to me, unless you're in the market for a specific religious icon crafted of cold iron, or the like. Devotion isn't bad for business, so long as you're in that business. Past that, I stay out of the way—can't afford to be taking sides, or to be *seen* to be taking sides."

What do you think of the Mayor and the government?

"Symms keeps things orderly around here, and the Militia helps keep the store safe. It's a boon to all citizens, this humble establishment, so it well behooves Her Honorableness Dominika to lend a hand as she will to help ensure no tomfoolery derails the enterprise."

Tell me about being a merchant.

"Well, let me tell you—it's far more than the simple cliché of 'buy low, sell high'. That may work if you're a caravan master, but a small-town merchant? You're in it for more than just the profit, friend. I don't sell ladders, I sell repaired roofs. I don't sell foodstuffs, I sell a full tummy and a clear head. I don't just sell feather mattresses, I sell a good night's sleep, well-earned at the end of a day of hard, honest work. I sell the comforts, and the necessities, of life, here, and all are better for it."

Do you do any... other sorts of work on the side?

"I buy, I sell, and in my spare time, I buy and sell, a little. Or is that what you meant?"

You must come across interesting rumors and tales, in your line of work.

"From time to time, the odd tidbit hits my ears, it's true."

***Diplomacy** check at DC 15, or a bribe of at least **10 gp**, pressing the above topic:*

"Well, now you mention it, there's something might interest a fine group of adventuring-types such as yourselves." *The party may make a free roll on the **Rumors and Lore** table. **Welby** typically does not know, and in any event never tells, if the information is true or false.*

Zook Beren (Brewer / Cook)

CR 1/3; **XP** 135

Description

The **Leaky Cask Tavern**'s resident ale brewer and cook, **Zook Beren** is also the employee of smallest stature. He's inquisitive, and demanding of himself, despite **Jozan** (page 675) not really caring about the quality of what he serves. **Zook** may be a cook and brewer in a tavern in a medium-sized village, but he wants more out of his work than merely to avoid giving his guests food poisoning.

Appearance

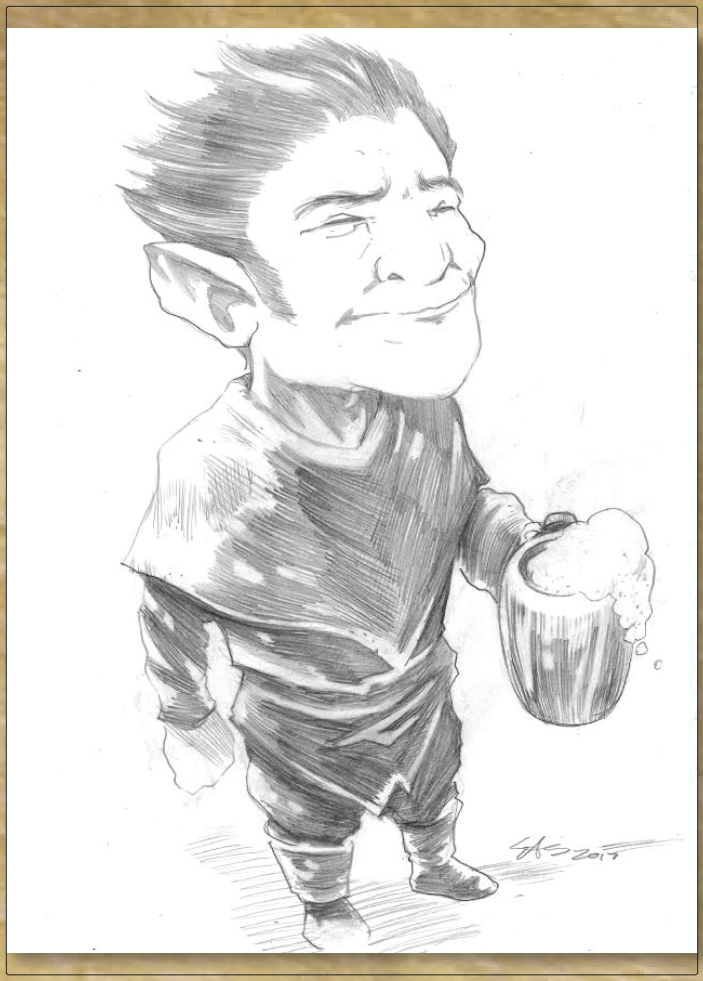
Zook is a grimy, hands-on gnome. He's young, but looks middle-aged at times: black hair with streaks of grey, and a stature hunched from long hours at the stove.

Combat Tactics

Zook won't seek combat, but neither will he shy away from it if it's necessary. He has but meager skill, but passion to spare, and will wield both as best as he's able in defense of his fellow man.

Factions

Zook holds no allegiance to any group. His **tribute** goes to the **City of Berinncorte**.



	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 5; **XP** 1,600	**CR** 13; **XP** 25,600	**CR** 16; **XP** 76,800
Sex / Race	Male Gnome; LN Small humanoid (gnome)			
Class	Commoner 1	Commoner 7	Commoner 15	Commoner 18
Initiative	+1	+1	+1	+1
Senses	**Perception** +7; **Low-Light Vision**	**Perception** +9; **Low-Light Vision**	**Perception** +9; **Low-Light Vision**	**Perception** +24; **Low-Light Vision**
Defense				
Armor Class	**AC** 12, **touch** 12, **ff** 11 (+1 size, +1 Dex)	**AC** 12, **touch** 12, **ff** 11 (+1 size, +1 Dex)	**AC** 15, **touch** 12, **ff** 14 (+1 size, +1 Dex, +3 studded leather armor (small))	**AC** 16, **touch** 12, **ff** 15 (+1 size, +1 Dex, +4 chain shirt (small))
hp / HD	**3** (1d6)	**29** (7d6)	**54** (15d6)	**64** (18d6)
Saves	**Fort** +0, **Ref** +1, **Will** +1; +2 vs. illusion spells or effects	**Fort** +4, **Ref** +3, **Will** +3; +2 vs. illusion spells or effects	**Fort** +7, **Ref** +8, **Will** +8; +2 vs. illusion spells or effects	**Fort** +8, **Ref** +9, **Will** +9; +2 vs. illusion spells or effects
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** sling (small) +2 (1d3) or **Melee** dagger (small) +1 (1d3/19-20) or **Ranged** dagger (small/thrown) +2 (1d3/19-20)	**Ranged** sling (small) +5 (1d3) or **Melee** *+1 silver dagger* (small) +5 (1d3/19-20) or **Ranged** *+1 silver dagger* (small/thrown) +6 (1d3/19-20) or **Melee** dagger (small) +4 (1d3/19-20) or **Ranged** dagger (small/thrown) +5 (1d3/19-20)	**Ranged** sling (small) +9/+4 (1d3) or **Melee** *+1 icy burst dagger* (small) +9 (1d3+1/19-20) or **Ranged** *+1 icy burst dagger* (small/thrown) +10/+5 (1d3+1/19-20) or **Melee** *+1 silver dagger* (small) +9/+4 (1d3/19-20) or **Ranged** *+1 silver dagger* (small/thrown) +10/+5 (1d3/19-20)	**Melee** *+1 icy burst dagger* (small) +11 (1d3+1/19-20) or **Ranged** *+1 icy burst dagger* (small/thrown) +12/+7 (1d3+1/19-20) or **Ranged** *+2 sling* (small) +13/+8 (1d3+2) or **Melee** *+1 silver dagger* (small) +11/+6 (1d3/19-20) or **Ranged** *+1 silver dagger* (small/thrown) +12/+7 (1d3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (1x/day); *prestidigitation* (1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (1x/day); *prestidigitation* (1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (1x/day); *prestidigitation* (1x/day); *speak with animals* (1x/day)	**Innate Spell-Like Abilities:** *dancing lights* (1x/day); *ghost sound* (1x/day); *prestidigitation* (1x/day); *speak with animals* (1x/day)
Statistics				
Ability Scores	**Str** 11, **Dex** 12, **Con** 11, **Int** 6, **Wis** 12, **Cha** 12	**Str** 11, **Dex** 12, **Con** 11, **Int** 7, **Wis** 12, **Cha** 12	**Str** 11, **Dex** 12, **Con** 11, **Int** 9, **Wis** 12, **Cha** 12	**Str** 11, **Dex** 12, **Con** 11, **Int** 10, **Wis** 12, **Cha** 12
Core Attack	**Base Atk** +0; **CMB** -1; **CMD** 10	**Base Atk** +3; **CMB** +2; **CMD** 13	**Base Atk** +7; **CMB** +6; **CMD** 17	**Base Atk** +9; **CMB** +8; **CMD** 19
Feats	Acrobatic	Acrobatic, Great Fortitude, Skill Focus (Profession (Brewer)), Throw Anything	Acrobatic, Light Armor Proficiency, Medium Armor Proficiency, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Profession (Brewer)), Throw Anything	Acrobatic, Alertness, Light Armor Proficiency, Medium Armor Proficiency, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Profession (Brewer)), Throw Anything
Skills	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +7, Perform (Untrained) +1, Profession (Brewer) +7, Ride +1, Sense Motive +1, Stealth +5, Survival +1	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +9, Perform (Untrained) +1, Profession (Brewer) +16, Ride +1, Sense Motive +1, Stealth +5, Survival +1	Acrobatics +2, Appraise -1, Artistry -1, Bluff +1, Climb -1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Fly +4, Heal +1, Intimidate +1, Perception +9, Perform (Untrained) +1, Profession (Brewer) +27, Profession (Cook) +13, Sense Motive +1, Stealth +4, Survival +1, Swim -1	Acrobatics +1, Bluff +1, Climb -2, Diplomacy +1, Disguise +1, Escape Artist -1, Fly +3, Heal +1, Intimidate +1, Perception +24, Perform (Untrained) +1, Profession (Baker) +6, Profession (Brewer) +30, Profession (Butcher) +5, Profession (Cook) +22, Ride -1, Sense Motive +3, Stealth +3, Survival +1, Swim -2
Languages	Common, Gnome, Sylvan			

	Low	Moderate	Advanced	Elite
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity
Treasure	dagger (small); peasant's outfit (small); sling (small); sling bullets (20x) 12 cp	*+1 silver dagger (small);* dagger (small); peasant's outfit (small); sling (small); sling bullets (20x) 3 sp; 49 cp	*+1 icy burst dagger* (small); *+1 silver dagger (small);* dagger (small); studded leather armor (small); peasant's outfit (small); sling (small); sling bullets (20x) 2 gp; 51 sp; 90 cp	*+1 icy burst dagger* (small); *+1 silver dagger (small);* dagger (small); chain shirt (small); peasant's outfit (small); *+2 sling* (small); sling bullets (20x) 13 gp; 81 sp; 100 cp

Attitude Tracker

Starting Attitude: 14 (Indifferent)

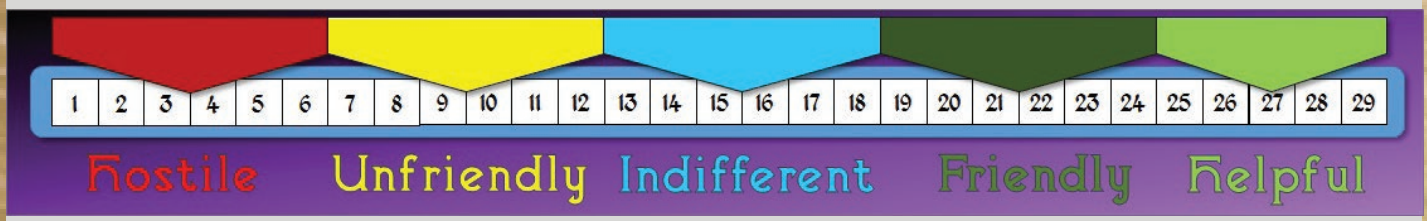


Table 80: Attitude Modifiers for Zook Beren

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	**+2**	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers

Name	Condition	Effect	Notes
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Single Simple Weapon Proficiency (Dagger) You understand how to use a Dagger.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Acrobatic You are skilled at leaping, jumping, and flying. You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Profession (Brewer)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Habits and Logistics

During daylight hours, **Zook** will be out and about; the GM is encouraged to "place" him anywhere desired.

At night, **Zook** works at the **Leaky Cask Tavern** until it closes, and then turns in to quarters in the **Lower-Class Residential District**.

Background

The gnomish brewer grew up on a vegetable farm, where he tried his hand at brewing and acquired quite a lot of skill as the family chef. As his teenage years grew late, he yearned

for something more, and set out on his own. He sends a share of his earnings at the **Tavern** back to his family, whose farm is within a day's journey of **Berinncorte**.

In the Obelisk Attack

Zook is working in the cellar of the **Tavern** when the **Obelisk Erupts**, working on a new concoction. Torn between wanting to help, curiosity at what was happening, and a degree of cowardice, he stays put... and survives.

Conversation

What do you think of Berinncorte?

"It's fine enough, I suppose. The Cask lets me work on cooking and brewing, and that's what I enjoy most. It's fun. The people are interesting, too, so that's all right."

Do you know anything about the strife between Zugul and Sheergath?

"Oh, man, I could not care in the least. Zugul, Sheergath, goat gods, bull gods, flower gods, any of them—no matter who you follow, you eat and drink, just like anyone else, so you'll end up in the Cask eventually."

What do you think of the Mayor and the government?

"Symms is fine, though she's never in the Cask, which is weird to the point of oddity."

Tell me about being a brewer, cook, or whatever it is you do here.

"It's great. The Cask is good; Jozan treats us well, and the patrons keep the peace, even if they do get a bit rowdy from time to time."

Do you do any... other sorts of work on the side?

"Nope. No time. I mean, I cook and brew for work, and then, as a side hobby, I work on improving my cooking and brewing."

Common NPCs

Conversation

For common NPCs who have **Conversation** sections, the notes therein are intended to represent average dialogue options. Of course, individual members of the **Berinncorte Militia**, for example, will behave and believe differently; the GM is encouraged to play reactions as desired to give the greatest degree of immersion.

Common NPC Index

[...]

Berinncorte Militia

CR 1/2; **XP** 200

Description

Militia members will gladly give any information about the town they have available—for example, the location of town services or key landmarks. As a group, they have very little opinion about specific NPCs.

Appearance

Militia walk around wearing a standard uniform, emblazoned with the crest of **Berinncorte**—a quartered shield in alternating crimson and parchment.

Combat Tactics

Berrincorte Militia start as **Indifferent** toward the party (and indeed to most townsfolk). Although gruff, they live in a generally Lawful city, and therefore will not attack unless provoked or given a reason to intervene (threatening innocents or other townsfolk is typically sufficient reason to at least come over and have a look). If engaged in combat, they will seek first to attract others of their ranks, maneuvering if possible toward another **Militia Guard Post** or the **Barracks** to further their numbers.

Factions

Berinncorte Militia, naturally.

Individual members may also worship at the **Sheergath Temple** (**30%** chance), the **Zugul Church** (**50%** chance), or neither (**20%** chance).

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Human; TN Medium humanoid (human)			
Class	Fighter 1	Fighter 5	Fighter 11	Fighter 16
Initiative	+0	+1	+1	+1
Senses	**Perception** +2	**Perception** +2	**Perception** +2	**Perception** +2
Defense				
Armor Class	**AC** 13, **touch** 10, **ff** 13 (+2 leather armor, +1 light wooden shield)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +3 studded leather armor, +2 heavy wooden shield)	**AC** 19, **touch** 11, **ff** 18 (+1 Dex, +6 chainmail, +2 heavy steel shield)	**AC** 20, **touch** 11, **ff** 19 (+1 Dex, +7 banded mail, +2 heavy steel shield)
hp / HD	**11** (1d10)+1	**25** (5d10)+5	**46** (11d10)+11	**87** (16d10)+16
Saves	**Fort** +3, **Ref** +0, **Will** -1	**Fort** +5, **Ref** +2, **Will** +0; +1 Will vs. fear	**Fort** +10, **Ref** +6, **Will** +4; +3 Will vs. fear	**Fort** +13, **Ref** +8, **Will** +6; +4 Will vs. fear
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 30 ft.
Attacks	**Melee** light mace +3 (1d6+2) or **Melee** light wooden shield +3 (1d3+1) or **Melee** dagger +3 (1d4+2/19-20) or **Ranged** dagger (thrown) +1 (1d4+2/19-20)	**Melee** heavy mace +8 (1d8+3) or **Melee** heavy wooden shield +7 (1d4+1) or **Melee** dagger +7 (1d4+2/19-20) or **Ranged** dagger (thrown) +6 (1d4+2/19-20)	**Melee** *+1 heavy mace* +16/+11/+6 (1d8+5) or **Melee** heavy steel shield +13 (1d4+1) or **Melee** dagger +13/+8/+3 (1d4+2/19-20) or **Ranged** dagger (thrown) +12/+7/+2 (1d4+2/19-20)	**Melee** heavy steel shield +19 (1d4+1) or **Melee** *+2 heavy mace* +24/+19/+14/+9 (1d8+8) or **Melee** *+1 dagger* +21/+16/+11/+6 (1d4+5/19-20) or **Ranged** *+1 dagger* (thrown) +19/+14/+9/+4 (1d4+5/19-20) or **Melee** gauntlet +19/+14/+9/+4 (1d3+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10	**Str** 14, **Dex** 12, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10	**Str** 15, **Dex** 12, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10	**Str** 16, **Dex** 13, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

	Low	Moderate	Advanced	Elite
Core Attack	**Base Atk** +1; **CMB** +3; **CMD** 13	**Base Atk** +5; **CMB** +7; **CMD** 18	**Base Atk** +11; **CMB** +13; **CMD** 24	**Base Atk** +16; **CMB** +19 (+23 bullrush); **CMD** 24 (32 vs. bullrush)
Feats	Alertness, Light Armor Proficiency, Combat Reflexes	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Cleave, Combat Reflexes, Power Attack, Run	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Blind-Fight, Bludgeoner, Cleave, Cleaving Finish, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Run	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Blind-Fight, Bludgeoner, Bull Rush Strike, Cleave, Cleaving Finish, Combat Reflexes, Greater Bull Rush, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Quick Bull Rush, Run, Strike Back
Skills	Acrobatics -1, Appraise -1, Artistry -1, Climb +1, Craft (Untrained) -1, Escape Artist -1, Fly -1, Heal -1, Perception +2, Ride -1, Sense Motive +2, Stealth -1, Survival -1, Swim +1	Acrobatics -1, Appraise -1, Artistry -1, Craft (Untrained) -1, Escape Artist -1, Fly -1, Heal -1, Intimidate +6, Perception +2, Profession (Soldier) +7, Ride -1, Sense Motive +2, Stealth -1, Survival -1	Acrobatics -3, Appraise -1, Artistry -1, Climb -2, Craft (Untrained) -1, Escape Artist -3, Fly -3, Heal -1, Intimidate +14, Perception +2, Profession (Soldier) +11, Ride -3, Sense Motive +2, Stealth -3, Survival -1, Swim -2	Acrobatics -3, Appraise -1, Artistry -1, Climb -1, Craft (Untrained) -1, Escape Artist -3, Fly -3, Heal -1, Intimidate +17, Perception +2, Profession (Soldier) +18, Ride -3, Sense Motive +2, Stealth -3, Survival -1, Swim -1
Languages	Common			
Special Qualities	Bonus Feat, Bonus Feats, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	light mace; light wooden shield; leather armor; soldier's uniform; dagger	heavy mace; heavy wooden shield; studded leather armor; soldier's uniform; dagger	*+1 heavy mace*; heavy steel shield; chainmail; soldier's uniform; dagger	*+2 heavy mace*; heavy steel shield; banded mail; soldier's uniform; *+1 dagger*

Attitude Tracker

Starting Attitude: 14 (Indifferent)

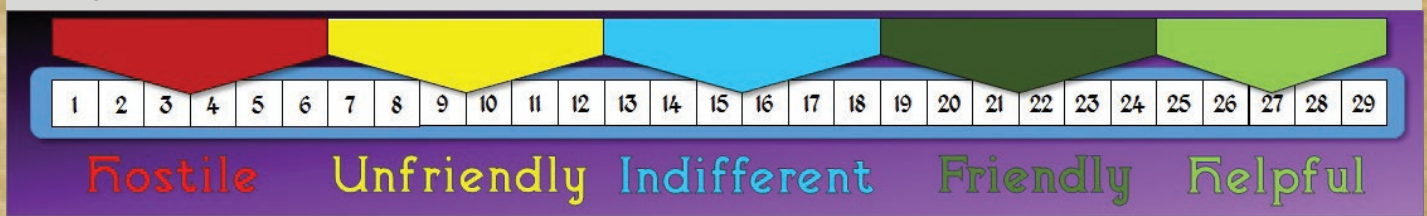


Table 81: Attitude Modifiers for Berinncorte Militia

Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	**+4**	The soldier accepts the bribe.

Name	Condition	Effect	Notes
Conversation	Ask about the soldier's day.	**+1**	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +2 Light Blades +1 Hammers +3

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Bull Rush Strike Your critical hits can push back your foes. Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Greater Bull Rush Your bull rush attacks throw enemies off balance. You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Bull Rush You can barrel into your opponent and follow this with an attack. On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush. [Normal] A bull rush combat maneuver is a standard action.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Habits and Logistics

During daylight hours, **Militia** patrol the city, either stationed at **Militia Guard Posts** or walking around the city.

At night, individual **Militia** may rest, but some sparse patrols also walk around the village, keeping the peace.

Background

Militia members come from all walks of life. Some are farmers or peasants who wanted a bit more job security

and prestige. Others were impoverished and desperate for something that would give them an ability to support herself, or their families.

In the Obelisk Attack

Roughly **20%** of the **Militia** forces in **Berinncorte** perish in the immediate **Obelisk Eruption**. In the aftermath, the **Militia** faces the brunt of the monsters that emerge; an additional **40%** of their number die defending citizens and helping to evacuate the city.

Conversation

What do you think of Berinncorte?

"'Tis a fine city."

Do you know anything about the strife between Zugul and Sheergath?

"It's part of life in a large town. Get enough people together, some of them will disagree."

What do you think of the Mayor and the government?

"Symms does a fine job. Keeps the peace. Helps us do the same."

Tell me about being a militia member.

"It's a job. It pays. It's interesting work, sometimes. Most of the time, it's just getting paid to walk around, you know?"

Do you do any... other sorts of work on the side?

"Not typically, no."

Berinncorte Militia (Elite / Gate Guard)

CR 3; **XP** 800

Description

The **Elite Gate Guard** are hardened soldiers whose primary duty is to defend the city's single main gate. Those entering the town are typically questioned, though not harshly, as to their business in town and their intent. First-time visitors to **Berinncorte** may also get some guidance and directions as to where in town they might find, say, a **Tavern**, a **blacksmith**, and so on.

Militia members will gladly give any information about the town they have available—for example, the location of town services or key landmarks. As a group, they have very little opinion about specific NPCs.

Appearance

Stern in appearance, these soldiers take their duties seriously, and tend not to engage in banter, or even eye contact, with passersby. When not actively questioning visitors, they stand at attention at either side of the gate, halberd upstanding with the shaft resting against their arms and the butt on the ground.

Combat Tactics

Berrincorte Militia start as **Indifferent** toward the party (and indeed to most townsfolk). Although gruff, they live in a generally Lawful city, and therefore will not attack unless provoked or given a reason to intervene (threatening innocents or other townsfolk is typically sufficient reason to at least come over and have a look). If engaged in combat, they will seek first to attract others of their ranks, maneuvering if possible toward another **Militia Guard Post** or the **Barracks** to further their numbers.

Factions

Berinncorte Militia, naturally.

Individual members may also worship at the **Sheergath Temple** (**30%** chance), the **Zugul Church** (**50%** chance), or neither (**20%** chance).

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Human; TN Medium humanoid (human)			
Class	Fighter 4	Fighter 9	Fighter 13	Fighter 18
Initiative	+2	+2	+2	+6
Senses	**Perception** +0	**Perception** +0	**Perception** +0	**Perception** +0
Defense				
Armor Class	**AC** 18, **touch** 13, **ff** 10 (+2 Dex, +1 dodge, +5 scale mail)	**AC** 21, **touch** 13, **ff** 18 (+2 Dex, +1 dodge, +8 half-plate armor)	**AC** 22, **touch** 13, **ff** 19 (+2 Dex, +1 dodge, +9 full plate armor)	**AC** 24, **touch** 13, **ff** 21 (+2 Dex, +1 dodge, +11 *full plate armor* +2)
hp / HD	**27** (4d10)+8	**61** (9d10)+13	**92** (13d10)+17	**128** (18d10)+22
Saves	**Fort** +5, **Ref** +3, **Will** +1; +1 Will vs. fear	**Fort** +9, **Ref** +7, **Will** +3; +2 Will vs. fear	**Fort** +11, **Ref** +8, **Will** +4; +3 Will vs. fear	**Fort** +14, **Ref** +10, **Will** +6; +5 Will vs. fear
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** halberd +8 (2H: 1d10+4/x3) or **Melee** longsword +7 (1d8+3/19-20) or **Melee** dagger +7 (1d4+3/19-20) or **Ranged** dagger (thrown) +6 (1d4+3/19-20)	**Melee** *+1 halberd* +16/+11 (2H: 1d10+7/x3) or **Melee** dagger +12/+7 (1d4+3/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+3/19-20) or **Melee** *+1 longsword* +14/+9 (1d8+5/19-20) or **Melee** gauntlet +12/+7 (1d3+3)	**Melee** *+3 impervious halberd* +23/+18/+13 (2H: 1d10+10/x3) or **Melee** *+1 courageous spiked gauntlet* +17/+12/+7 (1d4+4) or **Melee** dagger +17/+12/+7 (1d4+4/19-20) or **Ranged** dagger (thrown) +16/+11/+6 (1d4+4/19-20) or **Melee** *+3 longsword* +21/+16/+11 (1d8+8/19-20)	**Melee** *+1 courageous spiked gauntlet* +23/+18/+13/+8 (1d4+5) or **Melee** *+3 shocking burst halberd* +31/+26/+21/+16 (2H: 1d10+13/19-20/x3) or **Melee** dagger +24/+19/+14/+9 (1d4+6/19-20) or **Ranged** dagger (thrown) +22/+17/+12/+7 (1d4+6/19-20) or **Melee** *+3 longsword* +28/+23/+18/+13 (1d8+10/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			

	Low	Moderate	Advanced	Elite
Statistics				
Ability Scores	**Str** 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10	**Str** 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10	**Str** 17, **Dex** 15, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10	**Str** 18, **Dex** 15, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10
Core Attack	**Base Atk** +4; **CMB** +7; **CMD** 20	**Base Atk** +9; **CMB** +12; **CMD** 25 (30 vs. disarm or grapple)	**Base Atk** +13; **CMB** +16; **CMD** 29 (34 vs. bullrush, disarm or grapple; 32 vs. trip)	**Base Atk** +18; **CMB** +22; **CMD** 35 (41 vs. bullrush, disarm or grapple; 40 vs. trip or overrun)
Feats	Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Lookout, Mobility, Penetrating Strike, Power Attack, Pushing Assault, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (Halberd), Great Fortitude, Improved Critical (Halberd), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lookout, Mobility, Penetrating Strike, Pin Down, Power Attack, Pushing Assault, Weapon Focus (Halberd)
Skills	Acrobatics -1, Escape Artist -1, Fly -1, Intimidate +7, Profession (Soldier) +7, Ride -1, Stealth -1, Survival +7	Acrobatics -3, Climb -2, Escape Artist -3, Fly -3, Intimidate +12, Profession (Soldier) +12, Ride -3, Stealth -3, Survival +12, Swim -2	Acrobatics -1, Escape Artist -1, Fly -1, Intimidate +16, Profession (Soldier) +16, Ride -1, Stealth -1, Survival +16	Acrobatics +1, Climb +3, Escape Artist +1, Fly +1, Intimidate +21, Profession (Soldier) +21, Ride +1, Stealth +1, Survival +21, Swim +3
Languages	Common			
Special Qualities	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled	Armor Training, Bonus CMD (5x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (9x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (14x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	halberd; scale mail; longsword; dagger	*+1 halberd*; half-plate armor; *+1 longsword*; dagger; gauntlet	*+3 impervious halberd*; full plate armor; *+3 longsword*; dagger; *+1 courageous spiked gauntlet*	*+3 shocking burst halberd*; *+2 full plate armor*; *+3 longsword*; dagger; *+1 courageous spiked gauntlet*

Attitude Tracker

Starting Attitude: 14 (Indifferent)

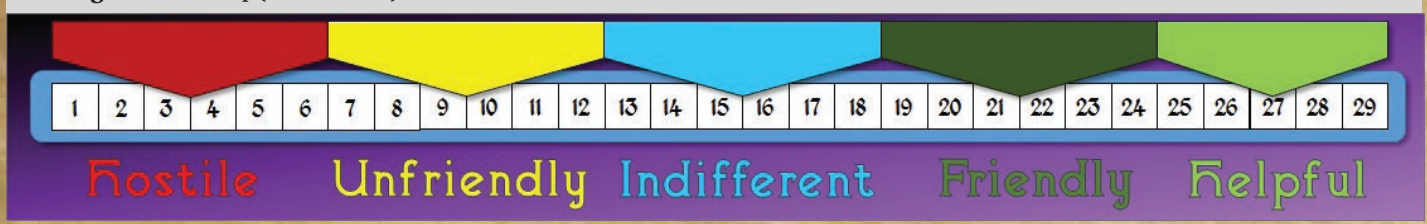


Table 82: Attitude Modifiers for Berinncorte Militia (Elite / Gate Guard)

Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	**+4**	The soldier accepts the bribe.
Conversation	Ask about the soldier's day.	**+1**	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative

Name	Condition	Effect	Notes
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (14x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Bull Rush (6x); Bonus CMD Disarm (6x); Bonus CMD Grapple (6x); Bonus CMD Overrun (5x); Bonus CMD Trip (5x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +5 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +2 Pole Arms +4.

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Halberd) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Halberd) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lookout Your allies help you avoid being surprised. Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Penetrating Strike Your attacks with your chosen weapon are capable of penetrating the defenses of some creatures. Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).

Pin Down You easily block enemy escapes. Whenever an opponent

you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pushing Assault A strike made with a two-handed weapon can push a similar sized opponent backward. When you hit a creature your size or smaller with a two-handed weapon attack modif ied by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Weapon Focus (Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Clerical Lay Staff (Zugul Church)

CR 1/3; **XP** 135

Description

Lay staff are administrators, cooks, clerks, and readers—those who perform the much-needed, but rarely-lauded everyday tasks of running a church and tending to the faithful.

Appearance

All manner of folk volunteer their time in this career. The profile below is given for a **human**, but all races participate.

Combat Tactics

None. **Lay Staff** are not trained combatants, and will flee most any armed conflict.

Factions

Zugul Church (26), of course.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 3; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Human; LN Medium humanoid (human)			
Class	Expert 1	Expert 5	Expert 10	Expert 14
Initiative	+1	+1	+1	+1
Senses	**Perception** +1	**Perception** +1	**Perception** +1	**Perception** +11
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 12, **touch** 11, **ff** 11 (+1 Dex, +1 padded armor)	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +1 leather armor)	**AC** 14, **touch** 11, **ff** 13 (+1 Dex, +3 studded leather armor)
hp / HD	**5** (1d8)-1	**24** (5d8)	**53** (10d8)	**77** (14d8)+4
Saves	**Fort** -1, **Ref** +1, **Will** +3	**Fort** +1, **Ref** +4, **Will** +5	**Fort** +5, **Ref** +6, **Will** +10	**Fort** +6, **Ref** +7, **Will** +12
Offense				
Movement	**Speed** 30 ft.	**Speed** 35 ft.	**Speed** 35 ft.	**Speed** 20 ft.
Attacks	**Melee** dagger -1 (1d4-1/19-20) or **Ranged** dagger (thrown) +1 (1d4-1/19-20)	**Melee** dagger +2 (1d4-1/19-20) or **Ranged** dagger (thrown) +4 (1d4-1/19-20)	**Melee** *+1 dagger* +7/+2 (1d4/19-20) or **Ranged** *+1 dagger* (thrown) +9/+4 (1d4/19-20)	**Melee** *+2 dagger* +11/+6 (1d4+1/19-20) or **Ranged** *+2 dagger* (thrown) +13/+8 (1d4+1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 13, **Con** 9, **Int** 16, **Wis** 13, **Cha** 11	**Str** 8, **Dex** 13, **Con** 10, **Int** 16, **Wis** 13, **Cha** 11	**Str** 8, **Dex** 13, **Con** 9, **Int** 17, **Wis** 13, **Cha** 11	**Str** 8, **Dex** 13, **Con** 9, **Int** 18, **Wis** 13, **Cha** 11
Core Attack	**Base Atk** +0; **CMB** -1; **CMD** 10	**Base Atk** +3; **CMB** +2; **CMD** 13	**Base Atk** +7; **CMB** +6; **CMD** 17	**Base Atk** +10; **CMB** +9; **CMD** 20
Feats	Light Armor Proficiency, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +1, Appraise +7, Artistry +3, Bluff +4, Climb -1, Craft (Untrained) +3, Diplomacy +6, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility) +7, Knowledge (Religion) +7, Perception +1, Profession (Librarian) +2, Profession (Scribe) +5, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics +1, Appraise +11, Artistry +3, Bluff +8, Climb -1, Craft (Untrained) +3, Diplomacy +10, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +11, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +11, Knowledge (Nobility) +11, Knowledge (Religion) +11, Perception +1, Profession (Librarian) +2, Profession (Scribe) +9, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics +1, Appraise +16, Artistry +3, Bluff +13, Climb -1, Craft (Untrained) +3, Diplomacy +17, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +16, Knowledge (Geography) +16, Knowledge (History) +16, Knowledge (Local) +16, Knowledge (Nobility) +16, Knowledge (Religion) +16, Perception +1, Profession (Librarian) +6, Profession (Scribe) +14, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics -2, Appraise +21, Artistry +4, Bluff +17, Climb -4, Craft (Untrained) +4, Diplomacy +21, Escape Artist -2, Fly -2, Heal +1, Intimidate +2, Knowledge (Arcana) +21, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +21, Knowledge (Nobility) +21, Knowledge (Religion) +21, Perception +11, Profession (Librarian) +14, Profession (Scribe) +18, Ride -2, Sense Motive +1, Stealth -2, Survival +1, Swim -4
Languages	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling, Orc
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	dagger; cleric's vestments	dagger; cleric's vestments; padded armor	*+1 dagger*; cleric's vestments; leather armor	*+2 dagger*; cleric's vestments; studded leather armor

Attitude Tracker

Starting Attitude: 14 (Indifferent)

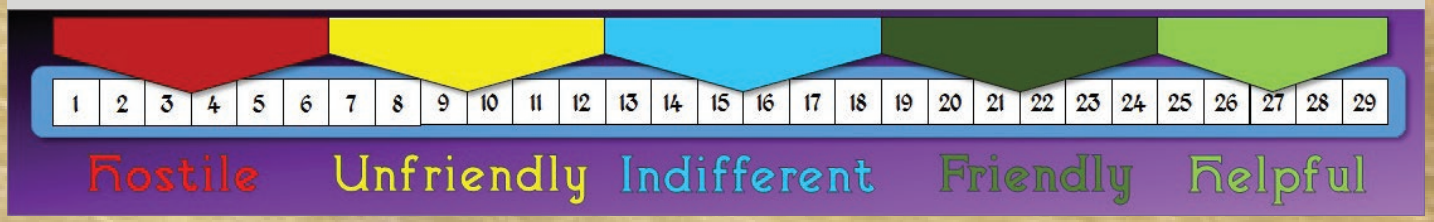


Table 83: Attitude Modifiers for Clerical Lay Staff (Zugul Church)

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Extant	Party contains at least one Paladin, or Lawful character	+1	Per Lawfully-aligned PC, maximum +4
Extant	Party contains at least one Chaotic character	-1	Per Chaotically-aligned PC, maximum -3
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Common Chief

CR 1/2; **XP** 200

Description

Though quite lawful in nature and in application of justice, **Berinncorte** sports its own share of **Common Thieves**, who come from all manner of background and motivation.

Some are destitute and desperate, others greedy; some small handful are former adventurers who miss the sport of combat and test of their skills; and some seek a fresh start and career as an adventuring rogue, but are uncertain of their talents and wish to put them to a test safer than facing the monsters of the wilderness.

No matter the background, a **Common Thief** counts as a level-one rogue. The GM is encouraged to alter the thief's race and/or weaponry or equipment as desired if the party encounters more than one in their travels in Berinncorte.

Appearance

The thing about thieves is, they can look just like anyone else! In garb and demeanor, they resemble most any other **townfolk**.

Combat Tactics

Common Thieves might be motivated by avarice, thrill, and/or desperation, but the one thing they all have in common is a fervent desire to avoid getting caught in the act of demonstrating their talents. They will fight if necessary, but their primary goal when spotted is to escape. If cornered, they will fight, but will ever be on the lookout for a means of avoiding conflict.

If wounded but not killed, the **Thief** may attempt to negotiate for her safe release; the party may let her go, slay her, turn her in to any **Berinncorte Militia** or **Mayoral House Guard**. As GM, you are encouraged to reward XP for the party choosing one of these options in service to their Alignment as though they had defeated the thief in combat.

Factions

Thieves typically serve no one but themselves.

Occasionally, they will be found in the employ of others (e.g., **Stewy**).

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Halfling; CN Small humanoid (halfling)			
Class	Rogue 1	Rogue 5	Rogue 11	Rogue 16
Initiative	**+4**	**+4**	**+4**	**+5**
Senses	**Perception** +1	**Perception** +1	**Perception** +1	**Perception** +13
Defense				
Armor Class	**AC** 18, **touch** 15, **ff** 14 (+1 size, +4 Dex, +3 studded leather armor (small))	**AC** 19, **touch** 15, **ff** 19 (+1 size, +4 Dex, +4 *studded leather armor +1* (small))	**AC** 22, **touch** 16, **ff** 22 (+1 size, +4 Dex, +1 dodge, +6 *studded leather armor +3* (small))	**AC** 24, **touch** 17, **ff** 24 (+1 size, +5 Dex, +1 dodge, +7 *shadow studded leather armor +4* (small))
hp / HD	**9** (1d8)+1	**26** (5d8)+5	**69** (11d8)+11	**96** (16d8)+16
Saves	**Fort** +2, **Ref** +7, **Will** +0; +2 vs. fear	**Fort** +3, **Ref** +9, **Will** +1; +2 vs. fear ; +2 Reflex to avoid traps	**Fort** +5, **Ref** +12, **Will** +3; +2 vs. fear ; +3 Reflex to avoid traps	**Fort** +7, **Ref** +16, **Will** +5; +2 vs. fear ; +5 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** rapier (small) +0 (1d4-1/18-20) or **Ranged** dart (small) +5 (1d3-1) or **Melee** dagger (small) +0 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +5 (1d3-1/19-20)	**Ranged** dart (small) +8 (1d3-1) or **Melee** *+1 rapier* (small) +4 (1d4/18-20) or **Melee** dagger (small) +3 (1d3-1/19-20) or **Ranged** dagger (small/thrown) +8 (1d3-1/19-20)	**Ranged** dart (small) +13 (1d3) or **Melee** *+2 corrosive rapier* (small) +12/+7 (1d4+2/18-20) or **Melee** dagger (small) +9/+4 (1d3/19-20) or **Ranged** dagger (small/thrown) +13/+8 (1d3/19-20)	**Ranged** dart (small) +18 (1d3) or **Melee** *+3 corrosive burst rapier* (small) +17/+12/+7 (1d4+3/18-20) or **Melee** dagger (small) +13/+8/+3 (1d3/19-20) or **Ranged** dagger (small/thrown) +18/+13/+8 (1d3/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Sneak Attack 6d6	Fast Getaway, Offensive Defense, Sneak Attack 8d6
Statistics				
Ability Scores	**Str** 8, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13	**Str** 9, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13	**Str** 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13	**Str** 10, **Dex** 20, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13
Core Attack	**Base Atk** +0; **CMB** -2; **CMD** 12	**Base Atk** +3; **CMB** +1; **CMD** 15	**Base Atk** +8; **CMB** +7; **CMD** 22	**Base Atk** +12; **CMB** +11; **CMD** 27
Feats	Stealthy	Improved Steal, Stealthy	Deft Hands, Dodge, Go Unnoticed, Improved Steal, Quick Draw, Stealthy, Weapon Focus (Rapier)	Combat Expertise, Critical Focus, Deft Hands, Dodge, Go Unnoticed, Improved Steal, Quick Draw, Stealthy, Weapon Focus (Rapier)
Skills	Acrobatics +5, Appraise +2, Artistry +2, Bluff +1, Craft (Untrained) +2, Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +9, Fly +5, Heal -1, Intimidate +5, Knowledge (Local) +6, Perception +1, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +7, Stealth +13, Swim -2, Use Magic Device +5	Acrobatics +6, Appraise +2, Artistry +2, Bluff +1, Climb +1, Craft (Untrained) +2, Diplomacy +9, Disable Device +14, Disguise +9, Escape Artist +14, Fly +6, Heal -1, Intimidate +9, Knowledge (Local) +10, Perception +1, Perform (Untrained) +1, Ride +4, Sense Motive +7, Sleight of Hand +12, Stealth +18, Survival +2, Swim -1, Use Magic Device +7	Acrobatics +6, Appraise +2, Artistry +2, Bluff +1, Climb +2, Craft (Untrained) +2, Diplomacy +15, Disable Device +27, Disguise +15, Escape Artist +22, Fly +6, Heal -1, Intimidate +15, Knowledge (Local) +16, Perception +1, Perform (Untrained) +1, Ride +4, Sense Motive +13, Sleight of Hand +22, Stealth +26, Survival +7, Use Magic Device +12	Acrobatics +7, Appraise +2, Artistry +2, Bluff +1, Climb +2, Craft (Untrained) +2, Diplomacy +20, Disable Device +36, Disguise +20, Escape Artist +28, Fly +7, Heal -1, Intimidate +20, Knowledge (Local) +21, Perception +13, Perform (Untrained) +1, Ride +5, Sense Motive +18, Sleight of Hand +28, Stealth +37, Survival +7, Use Magic Device +14
Languages	Common, Elven, Gnome, Halfling			
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Combat Swipe, Fast Fingers, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity,	Combat Swipe, Fast Fingers, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Keen Senses, Rogue Crawl, Sure-Footed, Terrain Mastery, Trapfinding, Weapon Familiarity	Camouflage, Combat Swipe, Deft Palm, Fast Fingers, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Keen Senses, Rogue Crawl, Sure-Footed, Terrain Mastery, Trapfinding, Weapon Familiarity

	Low	Moderate	Advanced	Elite
Treasure	rapier (small); dart (small) 5x; pickpocket's outfit (small); studded leather armor (small); dagger (small)	*+1 rapier* (small); dart (small) 5x; pickpocket's outfit (small); *+1 studded leather armor* (small); dagger (small)	*+2 corrosive rapier* (small); dart (small) 5x; pickpocket's outfit (small); *+3 studded leather armor* (small); dagger (small)	*+3 corrosive burst rapier* (small); dart (small) 5x; pickpocket's outfit (small); *+4 shadow studded leather armor* (small); dagger (small)

Special Abilities

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Combat Swipe A rogue who selects this talent gains Improved Steal as a bonus feat.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Fingers (Ex) 4/day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 20.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Rogue Crawl (Ex) While prone, you can move at half speed. This movement provokes attacks of opportunity as normal. You cannot take a 5-foot steps while crawling.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Go Unnoticed Your small size lets you quickly duck out of sight. During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

Improved Steal You have a knack for snatching items from your opponents. You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Hired Goon

CR 2; **XP** 400

Description

A generic term of a type of hireling whose primary job is to look tough and prevent violence, **hired goons** are useful in all manner of negotiations and enterprise, particularly criminal endeavors.

Appearance

Goons are typically large, brutish folk of above-average fighting capability. Although handy in battle, they are usually selected based on the level of passive intimidation their mere physical presence can be relied upon to convey.

Combat Tactics

They fight. Isn't that what they're there for? **Hired Goons** are no strangers to battle; many are ex-mercenaries or ex-warriors. Although they appreciate being paid, they appreciate being alive far more—rare is the **Goon** who will avoidably die to protect their employer.

Factions

They have no love for any faction save that of the coin.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Half-Orc; CN Medium humanoid (human, orc)			
Class	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Initiative	**+1**	**+3**	**+3**	**+3**
Senses	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +4 armored coat)	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +6 chainmail)	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +6 breastplate)	**AC** 19, **touch** 11, **ff** 18 (+1 Dex, +8 half-plate armor)
hp / HD	**45** (4d10)+8	**73** (8d10)+16	**103** (12d10)+24	**133** (16d10)+32
Saves	**Fort** +6, **Ref** +2, **Will** +1; +1 Will vs. fear	**Fort** +8, **Ref** +3, **Will** +2; +2 Will vs. fear	**Fort** +10, **Ref** +7, **Will** +6; +3 Will vs. fear	**Fort** +14, **Ref** +8, **Will** +7; +4 Will vs. fear
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** greatclub +9 (2H: 1d10+6) or **Melee** dagger +8 (1d4+4/19-20) or **Ranged** dagger (thrown) +5 (1d4+4/19-20)	**Melee** masterwork greatclub +16/+11 (2H: 1d10+7/19-20) or **Melee** dagger +12/+7 (1d4+4/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4+4/19-20)	**Melee** masterwork greatclub +22/+17/+12 (2H: 1d10+9/19-20) or **Melee** dagger +17/+12/+7 (1d4+5/19-20) or **Ranged** dagger (thrown) +13/+8/+3 (1d4+5/19-20)	**Melee** masterwork greatclub +27/+22/+17/+12 (2H: 1d10+10/19-20) or **Melee** dagger +21/+16/+11/+6 (1d4+5/19-20) or **Ranged** dagger (thrown) +17/+12/+7/+2 (1d4+5/19-20) or **Melee** gauntlet +22/+17/+12/+7 (1d3+6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 18, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 10	**Str** 19, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 10	**Str** 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 10	**Str** 21, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +4; **CMB** +8; **CMD** 19 (21 vs. bullrush, disarm, grapple, or trip)	**Base Atk** +8; **CMB** +12; **CMD** 23 (27 vs. bullrush, disarm, grapple, or trip)	**Base Atk** +12; **CMB** +17; **CMD** 28 (34 vs. bullrush, disarm, grapple, or trip)	**Base Atk** +16; **CMB** +21; **CMD** 32 (40 vs. bullrush, disarm, grapple, or trip)

	Low	Moderate	Advanced	Elite
Feats	Cleave, Great Cleave, Intimidating Prowess, Power Attack, Weapon Focus (Greatclub)	Antagonize, Cleave, Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (Greatclub)	Antagonize, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Pushing Assault, Skill Focus (Intimidate), Weapon Focus (Greatclub)	Antagonize, Cleave, Combat Reflexes, Fortified Armor Training, Furious Focus, Great Cleave, Greater Weapon Focus (Greatclub), Great Fortitude, Improved Critical (Greatclub), Improved Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Pushing Assault, Skill Focus (Intimidate), Weapon Focus (Greatclub)
Skills	Appraise -2, Artistry -2, Climb +3, Craft (Untrained) -2, Intimidate +13, Swim +3	Acrobatics -2, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist -2, Fly -2, Intimidate +20, Ride -2, Stealth -2, Swim +1	Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Intimidate +28, Swim +4	Acrobatics -2, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist -2, Fly -2, Intimidate +32, Ride -2, Stealth -2, Swim +2
Languages	Common, Orc			
Special Qualities	Armor Training, Bonus CMD (4x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity	Armor Training, Bonus CMD (8x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training	Armor Training, Bonus CMD (12x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training	Armor Training, Bonus CMD (16x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training
Treasure	greatclub; armored coat; dagger (2x) **30 sp**	masterwork greatclub; chainmail; dagger (2x) **5 gp; 85 sp**	masterwork greatclub; breastplate; dagger (2x) **12 gp; 61 sp**	masterwork greatclub; half-plate armor; dagger (2x); gauntlet **34 gp**

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (16x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice. Bonus CMD Bull Rush (8x); Bonus CMD Disarm (8x); Bonus CMD Grapple (8x); Bonus CMD Trip (8x)

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Close Weapons +1 Double Weapons +2 Hammers +3

Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the

skill you use. This is a mind-affecting effect.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Fortified Armor Training You have learned to let your armor bear the brunt of the worst attacks. If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Greatclub) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Greatclub) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pushing Assault A strike made with a two-handed weapon can push a similar sized opponent backward. When you hit a creature your size or smaller with a two-handed weapon attack modif ied by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Skill Focus (Intimidate) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Greatclub) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Mayoral House Guard

CR 1/3; **XP** 135

Description

House Guard are typically **Berinncorte Militia** who have earned special attention or favor with the Mayor or her staff, or relatives of administrative workers. Most have received militia training in town, though a few have very little previous combat experience.

The profile given here is for a **human**, though the **Mayor** employs all manner and race of guard; feel free to adjust the profile accordingly.

Appearance

Though they come from many walks of life and are of many races, all **Mayoral House Guard** wear a tunic bearing the **Berinncorte** colors (crimson and parchment).

Combat Tactics

Mayoral House Guard start as Indifferent toward the party (and indeed to most townsfolk) when encountered during daylight hours. In the evening, however, if the party is in the **Mayor's House**, their starting **Attitude** is instead **Unfriendly**. If the PCs cannot convince them using a plausible excuse, they will draw weapons and try to get the PCs to leave the premises, threatening arrest and/or attack if they resist.

If engaged in combat, or if the PCs do not comply and leave immediately, they will attack. **Mayor Symms'** reputation for obedience and lawfulness is typically sufficient incentive for them to defend the building with their lives, though at the GM's discretion, the PCs may encounter inexperienced **Guard** who will run at the first sight of their own blood.

Factions

Berrincorte City government. Many are also either ex-**Militia** members, or serve part-time when not at the **Mayor's House**.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 3; **XP** 800	**CR** 9; **XP** 12,800	**CR** 14; **XP** 38,400
Sex / Race	Male Human; LN Medium humanoid (human)			
Class	Warrior 1	Warrior 5	Warrior 11	Warrior 16
Initiative	**+1**	**+1**	**+1**	**+2**
Senses	**Perception** +0	**Perception** +3	**Perception** +9	**Perception** +15
Defense				
Armor Class	**AC** 12, **touch** 11, **ff** 11 (+1 Dex, +1 padded armor)	**AC** 14, **touch** 11, **ff** 13 (+1 Dex, +3 studded leather armor)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +5 scale mail)	**AC** 18, **touch** 12, **ff** 16 (+2 Dex, +5 scale mail)
hp / HD	**8** (1d10)+2	**26** (5d10)+10	**60** (11d10)+22	**92** (16d10)+32
Saves	**Fort** +3, **Ref** +3, **Will** +1	**Fort** +7, **Ref** +4, **Will** +2	**Fort** +10, **Ref** +6, **Will** +4	**Fort** +13, **Ref** +9, **Will** +6
Offense				
Movement	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 20 ft.	**Speed** 20 ft.
Attacks	**Melee** shortsword +3 (1d6+2/19-20) or **Melee** dagger +3 (1d4+1/19-20) or **Ranged** dagger (thrown) +2 (1d4+2/19-20)	**Melee** dagger +7 (1d4+1/19-20) or **Ranged** dagger (thrown) +6 (1d4+2/19-20) or **Melee** *+1 shortsword* +9 (1d6+3/19-20)	**Melee** *+2 shortsword* +17/+12/+7 (1d6+5/19-20) or **Melee** *+1 dagger* +15 (1d4+2/19-20) or **Ranged** *+1 dagger* (thrown) +13/+8/+3 (1d4+4/19-20)	**Melee** *+3 shortsword* +23/+18/+13/+8 (1d6+6/19-20) or **Melee** *+2 dagger* +21 (1d4+3/19-20) or **Ranged** *+2 dagger* (thrown) +20/+15/+10/+5 (1d4+5/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9	**Str** 15, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9	**Str** 16, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9	**Str** 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9
Core Attack	**Base Atk** +1; **CMB** +3; **CMD** 14	**Base Atk** +5; **CMB** +7; **CMD** 18	**Base Atk** +11; **CMB** +14; **CMD** 25	**Base Atk** +16; **CMB** +19; **CMD** 31

	Low	Moderate	Advanced	Elite
Feats	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))
Skills	Acrobatics +1, Bluff -1, Climb +2, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal -1, Intimidate -1, Knowledge (Local) +1, Perform (Untrained) -1, Ride +1, Stealth +1, Survival -1, Swim +2	Bluff -1, Climb +1, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Knowledge (Local) +5, Perception +3, Perform (Untrained) -1, Profession (Soldier) +7, Survival -1, Swim +1	Acrobatics -3, Bluff -1, Climb -1, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Knowledge (Local) +8, Perception +9, Perform (Untrained) -1, Profession (Soldier) +13, Ride -3, Sense Motive +3, Stealth -3, Survival -1, Swim -1	Acrobatics -3, Bluff -1, Climb -2, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Knowledge (Local) +12, Perception +15, Perform (Untrained) -1, Profession (Soldier) +18, Ride -3, Sense Motive +3, Stealth -3, Survival -1, Swim -2
Languages	Common			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	shortsword; dagger; padded armor; soldier's uniform	*+1 shortsword*; dagger; studded leather armor; soldier's uniform	*+2 shortsword*; *+1 dagger*; scale mail; soldier's uniform	*+3 shortsword*; *+2 dagger*; chainmail; soldier's uniform

Attitude Tracker

Starting Attitude: 14 (Indifferent)

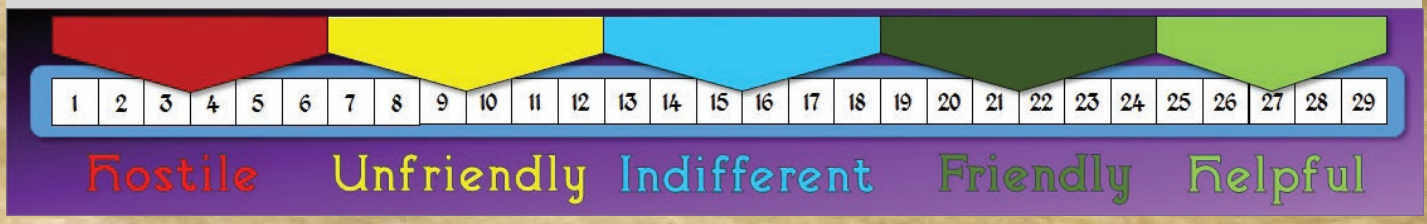


Table 84: Attitude Modifiers for Mayoral House Guard

Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	**+4**	The soldier accepts the bribe.
Conversation	Ask about the soldier's day.	**+1**	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-

Name	Condition	Effect	Notes
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Townsfolk

CR 1/3; **XP** 135

Description

The salt of the earth, the common man, the free people: **townsfolk** form the bulk of society in **Berinncorte**.

Appearance

The profile given is for a **human**, which is the most common race; feel free to adjust as needed for other races, which are many. **Townsfolk** typically dress in a commoner's outfit, but the exact garb is quite varied (though often drab).

Combat Tactics

Your average person on the street has no taste for violence; many will run merely at the sight of blood.

Factions

Individuals may have alleigances to churches or organizations, but as a rule, **townsfolk** have no Faction orientation.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 3; **XP** 800	**CR** 9; **XP** 6,400	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Human; TN Medium humanoid (human)			
Class	Commoner 1	Commoner 5	Commoner 11	Commoner 16
Initiative	**+1**	**+1**	**+2**	**+2**
Senses	**Perception** +6	**Perception** +10	**Perception** +18	**Perception** +23
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 12, **touch** 11, **ff** 11 (+1 Dex, +1 padded armor)	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 leather armor)	**AC** 14, **touch** 12, **ff** 13 (+2 Dex, +3 studded leather armor)
hp / HD	**6** (1d6)+1	**22** (5d6)+5	**46** (11d6)+11	**64** (16d6)+16
Saves	**Fort** +0, **Ref** +1, **Will** +0	**Fort** +3, **Ref** +2, **Will** +1	**Fort** +5, **Ref** +7, **Will** +5	**Fort** +7, **Ref** +9, **Will** +7
Offense				
Movement	**Speed** 35 ft.			
Attacks	**Melee** dagger +0 (1d4/19-20) or **Ranged** dagger (thrown) +1 (1d4/19-20)	**Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +3 (1d4/19-20)	**Melee** dagger +5 (1d4/19-20) or **Ranged** dagger (thrown) +7 (1d4/19-20)	**Melee** dagger +9/+4 (1d4+1/19-20) or **Ranged** dagger (thrown) +10/+5 (1d4+1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 11, **Dex** 12, **Con** 10, **Int** 11, **Wis** 10, **Cha** 10	**Str** 11, **Dex** 13, **Con** 10, **Int** 11, **Wis** 10, **Cha** 10	**Str** 11, **Dex** 14, **Con** 10, **Int** 11, **Wis** 10, **Cha** 10	**Str** 12, **Dex** 14, **Con** 10, **Int** 11, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 11	**Base Atk** +2; **CMB** +2; **CMD** 13	**Base Atk** +5; **CMB** +5; **CMD** 17	**Base Atk** +8; **CMB** +9; **CMD** 21
Feats	Alertness, Fleet	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills	Acrobatics +1, Climb +4, Escape Artist +1, Fly +1, Knowledge (Local) +1, Perception +6, Ride +1, Sense Motive +2, Stealth +1	Acrobatics +1, Climb +8, Escape Artist +1, Fly +1, Knowledge (Local) +5, Perception +10, Ride +1, Sense Motive +2, Stealth +1	Acrobatics +2, Climb +14, Escape Artist +2, Fly +2, Knowledge (Local) +11, Perception +18, Ride +2, Sense Motive +2, Stealth +2	Acrobatics +1, Climb +19, Escape Artist +1, Fly +1, Knowledge (Local) +16, Perception +23, Ride +1, Sense Motive +2, Stealth +1
Languages	Common			

	Low	Moderate	Advanced	Elite
Special Qualities	Bonus Feat, Single Simple Weapon Proficiency (Grapple), Skilled	Bonus Feat, Single Simple Weapon Proficiency (Grapple), Skilled	Bonus Feat, Single Simple Weapon Proficiency (Grapple), Skilled	Bonus Feat, Single Simple Weapon Proficiency (Grapple), Skilled
Treasure	dagger; peasant's outfit	dagger; padded armor; peasant's outfit	dagger; leather armor; peasant's outfit	dagger; studded leather armor; peasant's outfit

Attitude Tracker

Starting Attitude: 14 (Indifferent)

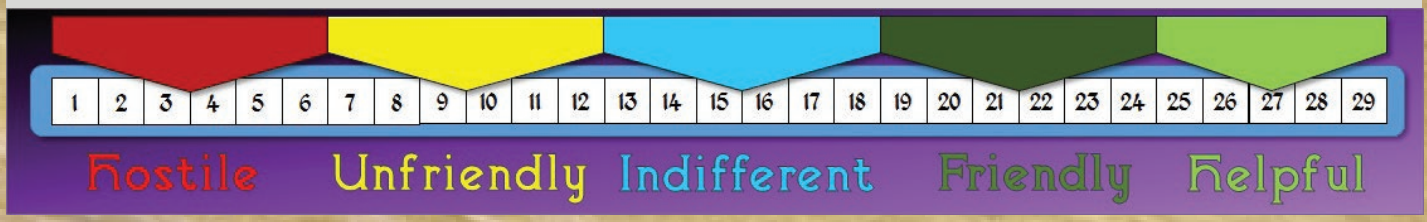


Table 85: Attitude Modifiers for Townsfolk

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12

Name	Condition	Effect	Notes
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Werewolf (Human Form)

CR 2; **XP** 600

Description

The profile given is for the human form of a **lycanthrope**.

Appearance

Most **werewolves** resemble **townsfolk** while in their human form.

Combat Tactics

Werewolves will fight if it's necessary, but unless a given NPC has motivation, or is influenced to do so, they will normally not start a fight that's avoidable.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Human; CN Medium humanoid (human)			
Class	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Initiative	+5	+5	+6	+6
Senses	**Perception** +4; **Scent; Low-Light Vision**	**Perception** +9; **Scent; Low-Light Vision**	**Perception** +11; **Scent; Low-Light Vision**	**Perception** +13; **Scent; Low-Light Vision**
Defense				
Armor Class	**AC** 17, **touch** 11, **ff** 16 (+1 Dex, +6 chainmail)	**AC** 18, **touch** 12, **ff** 16 (+1 Dex, +6 masterwork agile breastplate, +1 dodge)	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +7 *agile breastplate +1*, +1 dodge)	**AC** 21, **touch** 13, **ff** 18 (+2 Dex, +8 *agile breastplate +2*, +1 dodge)
hp / HD	**19** (2d10)+6	**58** (6d10)+18	**93** (10d10)+30	**137** (14d10)+42
Saves	**Fort** +5, **Ref** +1, **Will** +2; +1 Will vs. fear	**Fort** +7, **Ref** +3, **Will** +4; +2 Will vs. fear	**Fort** +9, **Ref** +5, **Will** +5; +3 Will vs. fear	**Fort** +11, **Ref** +8, **Will** +8; +4 Will vs. fear
Offense				
Movement	**Speed** 20 ft.	**Speed** 30 ft.		
Attacks	**Ranged** light crossbow +3 (1d8/19-20) or **Melee** longsword +5 (1d8+3/19-20)	**Ranged** masterwork light crossbow +9/+4 (1d8/19-20) or **Melee** masterwork longsword +12/+7 (1d8+4/19-20)	**Ranged** masterwork light crossbow +16/+11 (1d8+1/19-20) or **Melee** *+1 longsword* +17/+12 (1d8+5/19-20)	**Ranged** masterwork light crossbow +21/+16/+11 (1d8+2/19-20) or **Melee** *+2 longsword* +23/+18/+13 (1d8+7/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft			
Special Attacks	Curse of Lycanthropy			
Statistics				
Ability Scores	**Str** 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8	**Str** 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8	**Str** 18, **Dex** 14, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8	**Str** 19, **Dex** 14, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8
Core Attack	**Base Atk** +2; **CMB** +5; **CMD** 16	**Base Atk** +6; **CMB** +10; **CMD** 22	**Base Atk** +10; **CMB** +12; **CMD** 27	**Base Atk** +14; **CMB** +16; **CMD** 31

	Low	Moderate	Advanced	Elite
Feats	Cleave, Combat Reflexes, Improved Initiative, Power Attack	Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)	Agile Maneuvers, Cleave, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (Crossbow (Light), Longsword), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)	Agile Maneuvers, Catch Off-Guard, Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (Crossbow (Light), Longsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)
Skills	Acrobatics -4, Appraise -1, Bluff -1, Climb +3, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -4, Fly -4, Heal +2, Intimidate +4, Perception +4, Perform (Untrained) -1, Ride -4, Sense Motive +2, Stealth -4, Survival +2, Swim -2	Acrobatics -1, Appraise -1, Bluff -1, Climb +12, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +2, Intimidate +8, Perception +9, Perform (Untrained) -1, Ride -1, Sense Motive +2, Stealth -1, Survival +2, Swim +2	Acrobatics +1, Appraise -1, Bluff -1, Climb +15, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +2, Intimidate +12, Perception +11, Perform (Untrained) -1, Ride +1, Sense Motive +2, Stealth +1, Survival +2, Swim +3	Acrobatics +2, Appraise -1, Bluff -1, Climb +18, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +2, Intimidate +16, Perception +13, Perform (Untrained) -1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim +4
Languages	Common, Lycanthrophic Empathy			
Special Qualities	Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training
Treasure	crossbow bolt (20x); chainmail; longsword; light crossbow	crossbow bolt (20x); masterwork agile breastplate; masterwork longsword; masterwork light crossbow	crossbow bolt (20x); *+1 agile breastplate*; *+1 longsword*; masterwork light crossbow	crossbow bolt (20x); *+2 agile breastplate*; *+2 longsword*; masterwork light crossbow

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Change Shape (Su) All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are

so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1 Light Blades +3 Crossbows +2

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Crossbow (Light), Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Crossbow (Light), Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Werewolf (Hybrid Form)

CR 2; **XP** 600

Description

The profile given is for the **hybrid form** of a werewolf.

Appearance

Half-man, half-wolf, the hybrid form of a **lycanthrope** can be terrifying to behold.

Combat Tactics

Werewolves in **hybrid form** will fight ferociously, far more so than their human-form version.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800
Sex / Race	Male Human; CN Medium humanoid (natural werewolf)		Male Human (Advanced); CN Medium humanoid (natural werewolf)	Male Human (Advanced, Giant); CN Large humanoid (natural werewolf)
Class	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Initiative	+6	+6	+8	+7
Senses	**Perception** +4; **Scent; Low-Light Vision**	**Perception** +8; **Scent; Low-Light Vision**	**Perception** +14; **Scent; Low-Light Vision**	**Perception** +18; **Scent; Low-Light Vision**
Defense				
Armor Class	**AC** 18, **touch** 12, **ff** 16 (+2 Dex, +6 chainmail)	**AC** 19, **touch** 13, **ff** 16 (+2 Dex, +6 agile breastplate, +1 dodge)	**AC** 25, **touch** 15, **ff** 20 (+4 Dex, +3 natural, +7 *agile breastplate +1*, +1 dodge)	**AC** 27, **touch** 13, **ff** 23 (-1 size, +3 Dex, +6 natural, +8 *agile breastplate* +2, +1 dodge)
hp / HD	**22** (2d10)+10	**65** (6d10)+30	**132** (10d10)+70	**213** (14d10)+126
Saves	**Fort** +7, **Ref** +2, **Will** +2; +1 Will vs. fear	**Fort** +9, **Ref** +4, **Will** +4; +2 Will vs. fear	**Fort** +13, **Ref** +7, **Will** +7; +3 Will vs. fear	**Fort** +17, **Ref** +7, **Will** +8; +4 Will vs. fear
Defensive Abilities	**DR** 10/silver			
Offense				
Movement	**Speed** 35 ft.	**Speed** 50 ft.		
Attacks	**Ranged** light crossbow +4 (1d8/19-20) or **Melee** longsword +6 (1d8+4/19-20) or **Melee** bite +1 (1d6+2)	**Melee** masterwork longsword +13/+8 (1d8+5/19-20) or **Melee** bite +7 (1d8+2) or **Ranged** crossbow (light) +8/+3 (1d8/19-20)	**Melee** *+1 longsword* +21/+16 (1d8+9/19-20) or **Melee** bite +14 (1d8+3) or **Ranged** crossbow (light) +14/+9 (1d8/19-20)	**Ranged** *+1 light crossbow* (large) +17 (2d6+1/19-20) or **Melee** *+2 longsword* (large) +28/+23/+18 (2d6+13/19-20) or **Melee** bite +20 (2d6+5)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Curse of Lycanthrophy, Trip			
Statistics				
Ability Scores	Curse of Lycanthrophy, Trip	**Str** 25, **Dex** 19, **Con** 23, **Int** 12, **Wis** 18, **Cha** 12	**Str** 29, **Dex** 17, **Con** 27, **Int** 12, **Wis** 18, **Cha** 12	**Core Attack**
Core Attack	**Base Atk** +2; **CMB** +6; **CMD** 18	**Base Atk** +6; **CMB** +11; **CMD** 24	**Base Atk** +10; **CMB** +17; **CMD** 32	**Base Atk** +14; **CMB** +18 (+20 overrun); **CMD** 38 (40 vs. overrun)

	Low	Moderate	Advanced	Elite
Feats	Cleave, Combat Reflexes, Improved Initiative, Power Attack	Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Weapon Focus (Bite, Longsword)	Cleave, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (Bite, Longsword), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Power Attack, Weapon Focus (Bite, Longsword)	Agile Maneuvers, Cleave, Combat Reflexes, Critical Focus, Dodge, Fleet, Greater Weapon Focus (Bite, Longsword), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Improved Overrun, Power Attack, Run, Weapon Focus (Bite, Longsword)
Skills	Acrobatics -3, Appraise -1, Bluff -1, Climb +4, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal +2, Intimidate +4, Perception +4, Perform (Untrained) -1, Ride -3, Sense Motive +2, Stealth -3, Survival +2, Swim -1	Appraise -1, Bluff -1, Climb +11, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Heal +2, Intimidate +8, Perception +8, Perform (Untrained) -1, Sense Motive +2, Survival +2, Swim +3	Acrobatics +3, Appraise +1, Bluff +1, Climb +22, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Heal +4, Intimidate +14, Perception +14, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth +3, Survival +9, Swim +19	Acrobatics +3, Appraise +1, Bluff +1, Climb +29, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +1, Heal +4, Intimidate +18, Perception +18, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth -1, Survival +9, Swim +26
Languages	Common, Lycanthropic Empathy			
Special Qualities	Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training
Treasure	crossbow bolt (20x); chainmail; longsword; light crossbow	crossbow bolt (20x); masterwork agile breastplate; masterwork longsword; light crossbow	crossbow bolt (20x); *+1 agile breastplate*; *+1 longsword*; light crossbow	crossbow bolt (20x); *+2 agile breastplate (large)*; *+2 longsword (large)*; *+1 light crossbow* (large)

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Change Shape (Su) All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light

vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Trip (Ex) You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +2 Light Blades +3 Natural Weapons +1

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Greater Weapon Focus (Bite, Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Bite, Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Zugul Church Acolyte

CR 1/3; **XP** 135

Description

Acolytes are halfway between a **Lay Staff** and a member of the **church leadership** (e.g., **Cleric Maghana**). They have some abilities, but their devotion is to study, more than preaching and converting.

Appearance

All **Acolytes** wear clerical vestments. The profile given is for a **human**, but many races serve **Zugul**.

Combat Tactics

They will avoid a fight if possible, but will always come to the defense of innocents, even if it means their own death.

Factions

Zugul Temple, naturally.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Human; LN Medium humanoid (human)			
Class	Adept 1	Adept 6	Adept 12	Adept 16
Initiative	+1	+1	+1	+1
Senses	**Perception** +3	**Perception** +3	**Perception** +4	**Perception** +4
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 12, **touch** 11, **ff** 11 (+1 Dex, +1 padded armor)	**AC** 13, **touch** 11, **ff** 12 (+1 Dex, +2 padded armor)
hp / HD	**5** (1d6)-1	**22** (6d6)-1	**51** (12d6)-1	**80** (16d6)+15
Saves	**Fort** -1, **Ref** +1, **Will** +7	**Fort** +3, **Ref** +5, **Will** +10	**Fort** +5, **Ref** +7, **Will** +14	**Fort** +7, **Ref** +8, **Will** +16
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** unarmed strike -1 (1d3-1)	**Melee** unarmed strike +3 (1d3) or **Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20)	**Melee** unarmed strike +6/+1 (1d3) or **Melee** dagger +6 (1d4/19-20) or **Ranged** dagger (thrown) +7/+2 (1d4/19-20)	**Melee** unarmed strike +8/+3 (1d3) or **Melee** *+1 dagger* +9 (1d4+1/19-20) or **Ranged** *+1 dagger* (thrown) +10/+5 (1d4+1/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Adept (CL 1st):** **1st** – *bless, cure light wounds* **0th** – *detect magic, light, read magic*	**Adept (CL 6th):** **2nd** – *aid, cure moderate wounds* **1st** – *bless, comprehend languages, cure light wounds* **0th** – *detect magic, light, read magic*	**Adept (CL 12th):** **4th** – *cure critical wounds* **3rd** – *cure serious wounds, remove curse, remove disease* **2nd** – *aid, cure moderate wounds, mirror image, see invisibility* **1st** – *bless, comprehend languages, cure light wounds, detect chaos* **0th** – *detect magic, light, read magic*	**Adept (CL 16th):** **4th** – *cure critical wounds, minor creation, restoration* **3rd** – *cure serious wounds, neutralize poison, remove curse, remove disease* **2nd** – *aid, cure moderate wounds, mirror image, see invisibility* **1st** – *bless, comprehend languages, cure light wounds, detect chaos* **0th** – *detect magic, light, read magic*
Statistics				
Ability Scores	**Str** 9, **Dex** 12, **Con** 9, **Int** 11, **Wis** 16, **Cha** 11	**Str** 10, **Dex** 12, **Con** 9, **Int** 11, **Wis** 16, **Cha** 11	**Str** 10, **Dex** 12, **Con** 9, **Int** 11, **Wis** 18, **Cha** 11	**Str** 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 18, **Cha** 11
Core Attack	**Base Atk** +0; **CMB** -1; **CMD** 11	**Base Atk** +3; **CMB** +3; **CMD** 14	**Base Atk** +6; **CMB** +6; **CMD** 17	**Base Atk** +8; **CMB** +8; **CMD** 19

	Low	Moderate	Advanced	Elite
Feats	Iron Will, Persuasive, Simple Weapon Proficiency	Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency	Armor Proficiency, Light, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Minor Spell Expertise, Persuasive, Simple Weapon Proficiency	Armor Proficiency, Light, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Minor Spell Expertise, Persuasive, Simple Weapon Proficiency, Spell Focus (Evocation, Transmutation)
Skills	Acrobatics +1, Climb -1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Religion) +4, Perception +3, Ride +1, Sense Motive +3, Stealth +1, Survival +3, Swim -1	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Knowledge (Arcana) +6, Knowledge (Local) +9, Knowledge (Religion) +9, Perception +3, Ride +1, Sense Motive +3, Spellcraft +6, Stealth +1, Survival +3	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +4, Intimidate +2, Knowledge (Arcana) +11, Knowledge (Local) +9, Knowledge (Religion) +15, Perception +4, Ride +1, Sense Motive +4, Spellcraft +13, Stealth +1, Survival +4	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +4, Intimidate +2, Knowledge (Arcana) +13, Knowledge (Local) +11, Knowledge (Religion) +19, Perception +4, Ride +1, Sense Motive +4, Spellcraft +17, Stealth +1, Survival +4
Languages	Common			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	cleric's vestments	cleric's vestments; dagger	cleric's vestments; dagger; padded armor	cleric's vestments; *+1 dagger*; leather armor
MAGIC				
Spells per Day	**Adept (CL 1st)** 3/2/0/0/0/0/0/0/0 DC 14 + spell level	**Adept (CL 6th)** 3/3/2/0/0/0/0/0/0 DC 14 + spell level	**Adept (CL 12th)** 3/4/4/3/1/0/0/0/0 DC 15 + spell level	**Adept (CL 16th)** 3/4/4/4/3/0/0/0/0 DC 15 + spell level

Attitude Tracker

Starting Attitude: 14 (Indifferent)

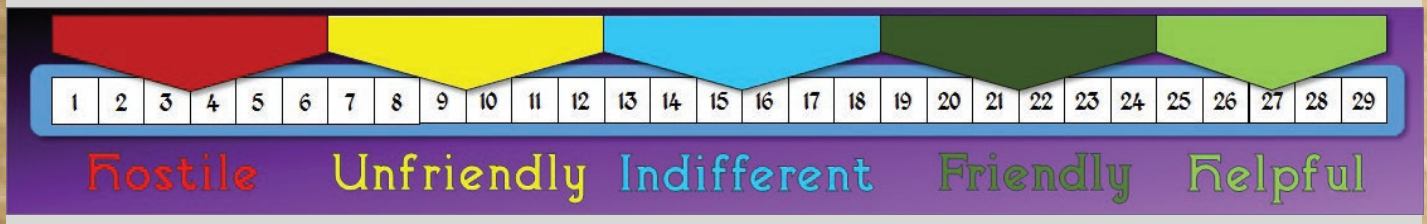


Table 86: Attitude Modifiers for Zugul Church Acolyte

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Minor Spell Expertise You are able to cast a 1st-level spell as a spell-like ability. Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Spell Focus (Evocation, Transmutation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Bestiary

Forces of the Obelisk

When the **Obelisk Erupts**, various chaotic and undead creatures emerge from the chasm beneath the city. These magical beasts, aberrations, undead, and other monstrosities, together with undead forces raised or acquired from the surface realm, are collectively referred to as "**Forces of the Obelisk**".

This section describes these creatures in detail.

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Babau (Demon)

CR 8; **XP** 4,800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 6; **XP** 2,400	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Babau; CE Medium outsider (chaotic, demon, evil, extraplanar)		Male or Female Babau (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male or Female Babau (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 7	Outsider 11	Outsider 15	Outsider 19
Initiative	+5	+5	+7	+6
Senses	**Perception** +19; **See Invisibility; Darkvision** 60 ft.	**Perception** +23; **See Invisibility; Darkvision** 60 ft.	**Perception** +29; **See Invisibility; Darkvision** 60 ft.	**Perception** +33; **See Invisibility; Darkvision** 60 ft.
Defense				
Armor Class	**AC** 19, **touch** 11, **ff** 18 (+1 Dex, +8 natural)	**AC** 20, **touch** 12, **ff** 18 (+1 Dex, +8 natural, +1 dodge)	**AC** 24, **touch** 14, **ff** 20 (+3 Dex, +10 natural, +1 dodge)	**AC** 27, **touch** 12, **ff** 24 (-1 size, +2 Dex, +15 natural, +1 dodge)
hp / HD	**64** (7d10)+35	**114** (11d10)+55	**194** (15d10)+105	**272** (19d10)+171
Saves	**Fort** +10, **Ref** +6, **Will** +5	**Fort** +12, **Ref** +8, **Will** +6	**Fort** +16, **Ref** +12, **Will** +10	**Fort** +20, **Ref** +13, **Will** +11
Defensive Abilities	Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** longspear +12/+7 (2H: 1d8+7/x3) or **Melee** bite (primary) +12 (1d6+5) or **Melee** claw +12/+12 (1d6+5) or **Melee** bite (with weapon attack) +7 (1d6+2)	**Melee** masterwork cold iron longspear +18/+13/+8 (2H: 1d8+9/x3) or **Melee** bite (primary) +17 (1d6+6) or **Melee** bite (with weapon attack) +12 (1d6+3) or **Melee** claw +17/+17 (1d8+6)	**Melee** *+1 longspear* +24/+19/+14 (2H: 1d8+13/x3) or **Melee** bite (primary) +23 (1d8+8) or **Melee** bite (with weapon attack) +18 (1d8+4) or **Melee** claw +23/+23 (1d8+8)	**Melee** *+2 longspear* (large) +31/+26/+21/+16 (2H: 2d6+18/x3) or **Melee** bite (primary) +29 (2d6+11) or **Melee** bite (with weapon attack) +24 (2d6+5) or **Melee** claw +29/+29 (2d6+11)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 2d6			
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *darkness, dispel magic, see invisibility, greater teleport* (self plus 50 lbs. of objects only) **1x/day** – *summon monster III* (1 Babau 40%)			
Statistics				
Ability Scores	**Str** 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16	**Str** 22, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16	**Str** 27, **Dex** 17, **Con** 24, **Int** 18, **Wis** 17, **Cha** 20	**Str** 32, **Dex** 15, **Con** 28, **Int** 18, **Wis** 17, **Cha** 20
Core Attack	**Base Atk** +7; **CMB** +12; **CMD** 23	**Base Atk** +11; **CMB** +17; **CMD** 29	**Base Atk** +15; **CMB** +23; **CMD** 37	**Base Atk** +19; **CMB** +31; **CMD** 44

	Low	Moderate	Advanced	Elite
Feats	Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)
Skills	Acrobatics +11, Appraise +2, Bluff +12, Climb +6, Craft (Untrained) +2, Diplomacy +3, Disable Device +11, Disguise +3, Escape Artist +11, Fly +1, Heal +1, Intimidate +3, Perception +19, Perform (Untrained) +3, Ride +1, Sense Motive +11, Sleight of Hand +11, Stealth +22, Survival +1, Swim +5	Acrobatics +15, Appraise +2, Bluff +16, Climb +7, Craft (Untrained) +2, Diplomacy +3, Disable Device +15, Disguise +3, Escape Artist +15, Fly +1, Heal +1, Intimidate +3, Perception +23, Perform (Untrained) +3, Ride +1, Sense Motive +15, Sleight of Hand +15, Stealth +29, Survival +1, Swim +6	Acrobatics +21, Appraise +4, Bluff +23, Climb +23, Craft (Untrained) +4, Diplomacy +5, Disable Device +21, Disguise +5, Escape Artist +21, Fly +3, Heal +3, Intimidate +19, Perception +29, Perform (Untrained) +5, Ride +3, Sense Motive +21, Sleight of Hand +21, Stealth +35, Survival +3, Swim +9	Acrobatics +24, Appraise +4, Bluff +27, Climb +30, Craft (Untrained) +4, Diplomacy +5, Disable Device +24, Disguise +5, Escape Artist +24, Heal +3, Intimidate +24, Perception +33, Perform (Untrained) +5, Ride +2, Sense Motive +25, Sleight of Hand +20, Stealth +34, Survival +3, Swim +15
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft.			
Treasure	longspear	masterwork cold iron longspear	*+1 longspear*	*+2 longspear*

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

See Invisibility (Sp) You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Bodak

CR 8; **XP** 4,800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Bodak; CE Medium undead (extraplanar)		Male or Female Bodak (Advanced); CE Medium undead (extraplanar)	Male or Female Bodak (Advanced, Giant); CE Large undead (extraplanar)
Class	Undead 10	Undead 13	Undead 16	Undead 19
Initiative	**+6**	**+6**	**+8**	**+7**
Senses	**Perception** +14; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +26; **Darkvision** 60 ft.	**Perception** +29; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 21, **touch** 13, **ff** 18 (+2 Dex, +8 natural, +1 dodge)	**AC** 21, **touch** 13, **ff** 18 (+2 Dex, +8 natural, +1 dodge)	**AC** 25, **touch** 15, **ff** 20 (+4 Dex, +10 natural, +1 dodge)	**AC** 26, **touch** 13, **ff** 22 (-1 size, +3 Dex, +13 natural, +1 dodge)
hp / HD	**85** (10d8)+40	**114** (13d8)+52	**172** (16d8)+96	**200** (19d8)+114
Saves	**Fort** +6, **Ref** +5, **Will** +8	**Fort** +7, **Ref** +6, **Will** +9	**Fort** +10, **Ref** +9, **Will** +13	**Fort** +11, **Ref** +9, **Will** +14
Defensive Abilities	**DR** 10/cold iron; **Resistances** Acid 10, Fire 10; **Weakness** Vulnerability to Sunlight; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Electricity, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 20 ft.	**Speed** 25 ft.		
Attacks	**Melee** slam +9/+9 (1d8+1)	**Melee** slam +12/+12 (2d6+2)	**Melee** slam +17/+17 (2d6+4)	**Melee** slam +20/+20 (3d6+6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Death Gaze (DC 18)	Death Gaze (DC 19)	Death Gaze (DC 23)	Death Gaze (DC 24)
Statistics				
Ability Scores	**Str** 13, **Dex** 15, **Con** *, **Int** 6, **Wis** 13, **Cha** 16	**Str** 14, **Dex** 15, **Con** *, **Int** 6, **Wis** 13, **Cha** 16	**Str** 19, **Dex** 19, **Con** *, **Int** 10, **Wis** 17, **Cha** 20	**Str** 23, **Dex** 17, **Con** *, **Int** 10, **Wis** 17, **Cha** 20
Core Attack	**Base Atk** +7; **CMB** +8; **CMD** 21	**Base Atk** +9; **CMB** +11; **CMD** 24	**Base Atk** +12; **CMB** +16; **CMD** 31	**Base Atk** +14; **CMB** +21; **CMD** 35
Feats	Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (Slam)	Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Toughness, Weapon Focus (Slam)	Alertness, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Toughness, Weapon Focus (Slam)	Alertness, Combat Reflexes, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Stealthy, Toughness, Weapon Focus (Slam)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +2, Appraise -2, Bluff +3, Climb +1, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +1, Intimidate +11, Perception +14, Perform (Untrained) +3, Ride +2, Sense Motive +1, Stealth +10, Survival +1, Swim +1	Acrobatics +2, Appraise -2, Bluff +3, Climb +2, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +1, Intimidate +12, Perception +17, Perform (Untrained) +3, Ride +2, Sense Motive +1, Stealth +12, Survival +1, Swim +2	Acrobatics +4, Bluff +5, Climb +13, Diplomacy +5, Disguise +18, Escape Artist +4, Fly +4, Heal +3, Intimidate +24, Perception +26, Perform (Untrained) +5, Ride +4, Sense Motive +5, Stealth +23, Survival +3, Swim +4	Acrobatics +3, Bluff +5, Climb +15, Diplomacy +5, Disguise +21, Escape Artist +5, Fly +1, Heal +3, Intimidate +27, Perception +29, Perform (Untrained) +5, Ride +3, Sense Motive +5, Stealth +25, Survival +3, Swim +6
Languages	Common			
Special Qualities	Darkvision, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 24 negates. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Resistance to Acid (Ex) You may ignore 10 points of Acid damage each time you take acid damage.

Resistance to Fire (Ex) You may ignore 10 points of Fire damage each time you take fire damage.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +19 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Slam) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Centipede, Giant Skeletal

CR 1; **XP** 400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male Giant Centipede (Skeleton); NE Medium undead (mindless)		Male Advanced Giant Centipede (Skeleton); CE Medium undead (mindless)	Male Advanced Giant Centipede (Giant, Skeleton); CE Large undead (mindless)
Class	Vermin 1 / Undead 1	Vermin 5 / Undead 3	Vermin 10 / Undead 4	Vermin 13 / Undead 5
Initiative	+7	+7	+9	+8
Senses	**Perception** +4; **Darkvision** 60 ft.	**Perception** +4; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.	**Perception** +6; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 17, **touch** 13, **ff** 14 (+3 Dex, +4 natural)	**AC** 17, **touch** 13, **ff** 14 (+3 Dex, +4 natural)	**AC** 21, **touch** 15, **ff** 16 (+5 Dex, +6 natural)	**AC** 22, **touch** 13, **ff** 18 (-1 size, +4 Dex, +9 natural)
hp / HD	**11** (1d8)+(1d8)	**25** (5d8)+(3d8)	**59** (10d8)+(4d8)	**85** (13d8)+(5d8)
Saves	**Fort** +2, **Ref** +3, **Will** +2	**Fort** +5, **Ref** +5, **Will** +4	**Fort** +8, **Ref** +9, **Will** +9	**Fort** +9, **Ref** +9, **Will** +10
Defensive Abilities	**DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 40 ft.; **Climb** 40 ft.			
Attacks	**Melee** bite +3 (1d6-1)	**Melee** bite +8 (1d6)	**Melee** bite +15 (1d6+4)	**Melee** bite +16 (1d8+7
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Poison			
Statistics				
Ability Scores	**Str** 9, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 11, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 16, **Dex** 21, **Con** *, **Int** *, **Wis** 14, **Cha** 10	**Str** 21, **Dex** 19, **Con** *, **Int** *, **Wis** 14, **Cha** 10
Core Attack	**Base Atk** +0; **CMB** +1; **CMD** 12 (can't be tripped)	**Base Atk** +5; **CMB** +5; **CMD** 18 (can't be tripped)	**Base Atk** +10; **CMB** +13; **CMD** 28 (can't be tripped)	**Base Atk** +12; **CMB** +18; **CMD** 32 (can't be tripped)
Feats	Improved Initiative, Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Weapon Finesse
Skills	Acrobatics +3, Climb +7, Escape Artist +3, Fly +3, Perception +4, Ride +3, Stealth +11, Swim -1	Acrobatics +3, Climb +8, Escape Artist +3, Fly +3, Perception +4, Ride +3, Stealth +11	Acrobatics +5, Climb +11, Escape Artist +5, Fly +5, Heal +2, Perception +6, Ride +5, Sense Motive +2, Stealth +13, Survival +2, Swim +3	Acrobatics +4, Climb +13, Escape Artist +4, Fly +2, Heal +2, Perception +6, Ride +4, Sense Motive +2, Stealth +8, Survival +2, Swim +5
Languages	None			
Special Qualities	Can't Be Tripped, Darkvision, Undead Traits, Vermin Traits			
Treasure	-	-	-	-

Special Abilities

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Poison (Ex) Injury; Save Fort DC 21; Frequency 1/round for 6 rounds; Effect 1d3 Dex damage; Cure 1 save.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

Vermin Traits (Ex) Mindless vermin are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Chaos Beast

CR 7; **XP** 3,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 13; **XP** 25,600	**CR** 16; **XP** 76,800
Sex / Race	Female Chaos Beast; CN Medium outsider (chaotic, extraplanar)		Female Chaos Beast (Advanced); CN Medium outsider (chaotic, extraplanar)	Female Chaos Beast (Advanced, Giant); CN Large outsider (chaotic, extraplanar)
Class	Outsider 9	Outsider 13	Outsider 15	Outsider 19
Initiative	+6	+6	+8	+7
Senses	**Perception** +13; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +21; **Darkvision** 60 ft.	**Perception** +25; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +7 natural, +1 dodge)	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +7 natural, +1 dodge)	**AC** 25, **touch** 15, **ff** 20 (+4 Dex, +10 natural, +1 dodge)	**AC** 28, **touch** 13, **ff** 24 (-1 size, +3 Dex, +15 natural, +1 dodge)
hp / HD	**86** (9d10)+36	**123** (13d10)+52	**174** (15d10)+90	**255** (19d10)+152
Saves	**Fort** +9, **Ref** +8, **Will** +4	**Fort** +11, **Ref** +10, **Will** +5	**Fort** +14, **Ref** +13, **Will** +8	**Fort** +18, **Ref** +14, **Will** +9
Defensive Abilities	Amorphous, Resistant to Transformation; **Spell Resistance** 18			
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** claw +13/+13/+13/+13 (1d6+3)	**Melee** claw +18/+18/+18/+18 (1d8+4)	**Melee** claw +22/+22/+22/+22 (1d8+6)	**Melee** claw +28/+28/+28/+28 (2d6+9)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Corporeal Instability (claw)			
Statistics				
Ability Scores	**Str** 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11	**Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11	**Str** 23, **Dex** 19, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15	**Str** 28, **Dex** 17, **Con** 24, **Int** 14, **Wis** 16, **Cha** 15
Core Attack	**Base Atk** +9; **CMB** +12; **CMD** 25 (can't be tripped)	**Base Atk** +13; **CMB** +17; **CMD** 30 (can't be tripped)	**Base Atk** +15; **CMB** +21; **CMD** 36 (can't be tripped)	**Base Atk** +19; **CMB** +29; **CMD** 43 (can't be tripped)

	Low	Moderate	Advanced	Elite
Feats	Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)
Skills	Acrobatics +14, Climb +15, Escape Artist +14, Fly +2, Heal +1, Perception +13, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +15	Acrobatics +18, Climb +20, Escape Artist +18, Fly +2, Heal +1, Perception +17, Ride +2, Sense Motive +1, Stealth +18, Survival +1, Swim +20	Acrobatics +22, Appraise +2, Bluff +20, Climb +24, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +22, Fly +4, Heal +3, Intimidate +2, Perception +21, Perform (Untrained) +2, Ride +4, Sense Motive +21, Stealth +22, Survival +3, Swim +24	Acrobatics +25, Appraise +2, Bluff +24, Climb +31, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +25, Fly +1, Heal +3, Intimidate +2, Perception +25, Perform (Untrained) +2, Ride +3, Sense Motive +25, Stealth +21, Survival +3, Swim +31
Languages	None			
Special Qualities	Aligned (Chaotic), Can't Be Tripped, Darkvision, Outsider Traits			
Treasure	-	-	-	-

Special Abilities

Aligned (Chaotic) Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving damage reduction.

Amorphous (Ex) Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Corporeal Instability (Ex) Claw - contact (curse); save Fort DC 26; effect amorphous body and 1 Wisdom drain per round (see below); cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (?4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; shapechange and stoneskin have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape - upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural

armor bonus increases by another point.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Toughness You have enhanced physical stamina. You gain +19 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Crawling Hand

CR 1/2; **XP** 200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Crawling Hand; NE Diminutive undead			
Class	Undead 1	Undead 5	Undead 9	Undead 13
Initiative	**+0**	**+0**	**+1**	**+1**
Senses	**Perception** +4; **Darkvision** 60 ft.; **Blindsense** 30 ft.	**Perception** +6; **Darkvision** 60 ft.; **Blindsense** 30 ft.	**Perception** +8; **Darkvision** 60 ft.; **Blindsense** 30 ft.	**Perception** +10; **Darkvision** 60 ft.; **Blindsense** 30 ft.
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 14 (+4 size)	**AC** 14, **touch** 14, **ff** 14 (+4 size)	**AC** 15, **touch** 15, **ff** 14 (+4 size, +1 Dex)	**AC** 15, **touch** 15, **ff** 14 (+4 size, +1 Dex)
hp / HD	**7** (1d8)+5	**39** (5d8)+15	**75** (9d8)+27	**97** (13d8)+39
Saves	**Fort** +2, **Ref** +0, **Will** +2	**Fort** +3, **Ref** +3, **Will** +4	**Fort** +5, **Ref** +6, **Will** +6	**Fort** +6, **Ref** +7, **Will** +8
Defensive Abilities	**Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 40 ft.; **Climb** 40 ft.			
Attacks	**Melee** claw +5 (1d1+1)	**Melee** claw +9 (1d1+3)	**Melee** claw +13 (1d1+3)	**Melee** claw +16 (1d1+3)
Space / Reach	**Space** 1 ft.; **Reach** 0 ft.			
Special Attacks	Grab (claw); Mark Quarry; Strangle			
Statistics				
Ability Scores	**Str** 13, **Dex** 11, **Con** *, **Int** 2, **Wis** 11, **Cha** 14	**Str** 14, **Dex** 11, **Con** *, **Int** 2, **Wis** 11, **Cha** 14	**Str** 14, **Dex** 12, **Con** *, **Int** 2, **Wis** 11, **Cha** 14	**Str** 15, **Dex** 12, **Con** *, **Int** 2, **Wis** 11, **Cha** 14
Core Attack	**Base Atk** +0; **CMB** -4 (+0 grapple); **CMD** 7	**Base Atk** +3; **CMB** -1 (+3 grapple); **CMD** 11	**Base Atk** +6; **CMB** +3 (+7 grapple); **CMD** 15	**Base Atk** +9; **CMB** +6 (+10 grapple); **CMD** 18
Feats	Toughness	Lightning Reflexes, Stealthy, Toughness	Improved Natural Attack (Claw), Lightning Reflexes, Stealthy, Toughness, Weapon Focus (Claw)	Critical Focus, Improved Natural Attack (Claw), Lightning Reflexes, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (Claw)

	Low	Moderate	Advanced	Elite
Skills	Appraise -4, Bluff +2, Climb +8, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Fly +6, Intimidate +2, Perception +4, Perform (Untrained) +2, Stealth +12, Survival +4, Swim +1	Appraise -4, Bluff +2, Climb +8, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +6, Intimidate +2, Perception +6, Perform (Untrained) +2, Stealth +19, Survival +4, Swim +2	Acrobatics +1, Appraise -4, Bluff +2, Climb +9, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +7, Intimidate +2, Perception +8, Perform (Untrained) +2, Ride +1, Stealth +22, Survival +4, Swim +2	Acrobatics +1, Appraise -4, Bluff +2, Climb +9, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +7, Intimidate +2, Perception +10, Perform (Untrained) +2, Ride +1, Stealth +27, Survival +4, Swim +2
Languages	Common, Cannot Speak			
Special Qualities	Blindsense, Darkvision, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Blindsense (Ex) Range 30 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Cannot Speak A creature with this ability may understand one of more languages but cannot speak.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Treasure

None.

Dark Stalker

CR 4; **XP** 1,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 12; **XP** 38,400	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Dark Stalker; CN Medium humanoid (dark folk)		Male or Female Dark Stalker (Advanced); CN Medium humanoid (dark folk)	Male or Female Dark Stalker (Advanced, Giant); CN Large humanoid (dark folk)
Class	Humanoid 6	Humanoid 10	Humanoid 14	Humanoid 18
Initiative	+4	+8	+11	+10
Senses	**Perception** +8; **See in Darkness**	**Perception** +12; **See in Darkness**	**Perception** +20; **See in Darkness**	**Perception** +24; **See in Darkness**
Defense				
Armor Class	**AC** 18, **touch** 14, **ff** 14 (+4 Dex, +2 natural, +2 leather armor)	**AC** 20, **touch** 14, **ff** 16 (+4 Dex, +2 natural, +3 masterwork studded leather armor); Two-Weapon Defense	**AC** 25, **touch** 16, **ff** 19 (+5 Dex, +4 natural, +4 *studded leather armor +1;* +1 dodge); Two-Weapon Defense	**AC** 28, **touch** 15, **ff** 22 (-1 size, +5 Dex, +7 natural, +5 *studded leather armor +2;* +1 dodge); Two-Weapon Defense
hp / HD	**38** (6d8)+12	**56** (10d8)+20	**120** (14d8)+56	**187** (18d8)+108
Saves	**Fort** +4, **Ref** +9, **Will** +2	**Fort** +5, **Ref** +11, **Will** +3	**Fort** +8, **Ref** +16, **Will** +6	**Fort** +12, **Ref** +17, **Will** +8
Defensive Abilities	**Weakness** Light Blindness			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** shortsword +8 (1d6+2/19-20) or **Melee** dagger +8 (1d4+2/19-20) or **Ranged** dagger (thrown) +8 (1d4+2/19-20)	**Melee** dagger +11 (1d4+2/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+2/19-20) or **Melee** masterwork shortsword +12/+7 (1d6+2/19-20)	**Melee** dagger +17/+12 (1d4+4/19-20) or **Ranged** dagger (thrown) +17/+12 (1d4+4/19-20) or **Melee** *+1 shortsword* +18/+13 (1d6+5/19-20)	**Melee** *+3 shortsword* (large) +21/+16/+11 (1d8+9/19-20) or **Melee** dagger (large) +18/+13/+8 (1d6+6/19-20) or **Ranged** dagger (large/thrown) +18/+13/+8 (1d6+6/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Death Throes (DC 15); Sneak Attack 3d6	Death Throes (DC 17); Sneak Attack 3d6	Death Throes (DC 21); Sneak Attack 3d6	Death Throes (DC 25); Sneak Attack 3d6
Prepared Spells	**Innate Spell-Like Abilities:** **At Will -** *deeper darkness, detect magic, fog cloud*			
Statistics				
Ability Scores	**Str** 14, **Dex** 18, **Con** 14,**Int** 9, **Wis** 11, **Cha** 13	**Str** 14, **Dex** 19, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13	**Str** 18, **Dex** 24, **Con** 18, **Int** 13, **Wis** 15, **Cha** 17	**Str** 22, **Dex** 23, **Con** 22, **Int** 13, **Wis** 15, **Cha** 17
Core Attack	**Base Atk** +4; **CMB** +6; **CMD** 20	**Base Atk** +7; **CMB** +9; **CMD** 23	**Base Atk** +10; **CMB** +14; **CMD** 32	**Base Atk** +13; **CMB** +20; **CMD** 37

	Low	Moderate	Advanced	Elite
Feats	Double Slice, Two-Weapon Fighting, Weapon Finesse	Double Slice, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse
Skills	Acrobatics +4, Appraise -1, Bluff +1, Climb +10, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Intimidate +1, Perception +8, Perform (Untrained) +1, Ride +4, Sleight of Hand +5, Stealth +8, Swim +2	Acrobatics +3, Appraise -1, Bluff +1, Climb +9, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Intimidate +1, Perception +12, Perform (Untrained) +1, Ride +3, Sleight of Hand +4, Stealth +7, Swim +1	Acrobatics +19, Appraise +1, Bluff +3, Climb +25, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Escape Artist +7, Fly +7, Heal +2, Intimidate +3, Perception +20, Perform (Untrained) +3, Ride +7, Sense Motive +2, Sleight of Hand +8, Stealth +12, Survival +2, Swim +4	Acrobatics +24, Appraise +1, Bluff +3, Climb +29, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Escape Artist +6, Fly +4, Heal +2, Intimidate +3, Perception +24, Perform (Untrained) +3, Ride +6, Sense Motive +2, Sleight of Hand +7, Stealth +7, Survival +2, Swim +6
Languages	Dark Folk, Undercommon			
Special Qualities	Humanoid Traits, Light Blindness, Poison Use (**Black Smear**--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save), See in Darkness			
Treasure	shortsword; dagger; leather armor; black smear poison 6x)	masterwork shortsword; dagger; studded leather armor; black smear poison 6x)	*+1 shortsword*; dagger; *+1 studded leather armor*; black smear poison 6x)	*+3 shortsword (large); +2 studded leather armor (large);* dagger (large); black smear poison (6x)

Special Abilities

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 25 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Poison Use (Ex) Dark Folk are skilled in the use of poison and never risk accidentally poisoning themselves. Dark Folk favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear-- injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

See in Darkness (Su) Dark Folk can see perfectly in darkness of any kind, including that created by deeper darkness.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 3d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Two-Weapon Fighting You are incredibly skilled at fighting with two weapons at the same time. You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultaneously, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 9. You can only deal this additional damage once each round.

Weapon Finesse You are trained in using your agility in melee combat, as

opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Dretch (Demon)

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Dretch; CE Small outsider (chaotic, demon, evil, extraplanar)		Male or Female Dretch (Advanced); CE Small outsider (chaotic, demon, evil, extraplanar)	Male or Female Dretch (Advanced, Giant); CE Medium outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 2	Outsider 6	Outsider 10	Outsider 14
Initiative	**+0**	**+0**	**+6**	**+5**
Senses	**Perception** +5; **Darkvision** 60 ft.	**Perception** +9; **Darkvision** 60 ft.	**Perception** +15; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 14, **touch** 11, **ff** 14 (+1 size, +3 natural)	**AC** 14, **touch** 11, **ff** 14 (+1 size, +3 natural)	**AC** 19, **touch** 13, **ff** 17 (+1 size, +2 Dex, +6 natural)	**AC** 22, **touch** 11, **ff** 21 (+1 Dex, +11 natural)
hp / HD	**20** (2d10)+7	**48** (6d10)+18	**102** (10d10)+50	**166** (14d10)+98
Saves	**Fort** +5, **Ref** +0, **Will** +3	**Fort** +7, **Ref** +2, **Will** +5	**Fort** +11, **Ref** +5, **Will** +9	**Fort** +14, **Ref** +20, **Will** +31
Defensive Abilities	**DR** 5/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10			
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** bite +4 (1d4+1) or **Melee** claw +4/+4 (1d4+1)	**Melee** bite +8 (1d6+1) or **Melee** claw +8/+8 (1d6+1)	**Melee** bite +15 (1d6+4) or **Melee** claw +15/+15 (1d6+4)	**Melee** bite +20 (1d8+6) or **Melee** claw +20/+20 (1d8+6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *cause fear* (DC 11, 1x/day), *stinking cloud* (DC 13, 1x/day), *summon monster I* (1 dretch 35%, 1x/day)	**Innate Spell-Like Abilities:** **At Will** – *cause fear* (DC 11, 1x/day), *stinking cloud* (DC 13, 1x/day), *summon monster I* (1 dretch 35%, 1x/day)	**Innate Spell-Like Abilities:** **At Will** – *cause fear* (DC 13, 1x/day), *stinking cloud* (DC 15, 1x/day), *summon monster I* (1 dretch 35%, 1x/day)	**Innate Spell-Like Abilities:** **At Will** – *cause fear* (DC 13, 1x/day), *stinking cloud* (DC 15, 1x/day), *summon monster I* (1 dretch 35%, 1x/day)
Statistics				
Ability Scores	**Str** 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11	**Str** 13, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11	**Str** 18, **Dex** 14, **Con** 18, **Int** 9, **Wis** 15, **Cha** 15	**Str** 23, **Dex** 12, **Con** 22, **Int** 9, **Wis** 15, **Cha** 15
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 12	**Base Atk** +6; **CMB** +6; **CMD** 16	**Base Atk** +10; **CMB** +13; **CMD** 25	**Base Atk** +14; **CMB** +20; **CMD** 31
Feats	Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness

	Low	Moderate	Advanced	Elite
Skills	Appraise -3, Climb +1, Craft (Untrained) -3, Escape Artist +5, Fly +2, Perception +5, Stealth +9, Swim +1	Appraise -3, Climb +1, Craft (Untrained) -3, Escape Artist +9, Fly +2, Perception +9, Stealth +13, Swim +1	Acrobatics +2, Appraise -1, Bluff +15, Climb +4, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +15, Fly +4, Heal +2, Intimidate +2, Perception +15, Perform (Untrained) +2, Ride +2, Sense Motive +15, Stealth +19, Survival +2, Swim +4	Acrobatics +1, Appraise -1, Bluff +19, Climb +6, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +18, Fly +1, Heal +2, Intimidate +2, Perception +19, Perform (Untrained) +2, Ride +1, Sense Motive +19, Stealth +18, Survival +2, Swim +6
Languages	Abyssal, Cannot Speak, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, Telepathy 100 ft.			
Treasure	-	-	-	-

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Cannot Speak A creature with this ability may understand one of more languages but cannot speak.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time..

Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Toughness You have enhanced physical stamina. You gain +14 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Dullahan

CR 7; **XP** 3,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 7; **XP** 3,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Dullahan; LE Medium undead		Male or Female Dullahan (Advanced); LE Medium undead	Male or Female Dullahan (Advanced, Giant); LE Large undead
Class	Undead 10	Undead 13	Undead 16	Undead 19
Initiative	+2	+2	+4	+7
Senses	**Perception** +16; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Frightful Presence (30 ft. DC 19)	**Perception** +19; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Frightful Presence (30 ft. DC 20)	**Perception** +24; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Frightful Presence (30 ft. DC 24)	**Perception** +27; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Frightful Presence (30 ft. DC 25)
Defense				
Armor Class	**AC** 21, **touch** 11, **ff** 20 (+1 Dex, +10 *full plate armor +1*)	**AC** 22, **touch** 11, **ff** 21 (+1 Dex, +11 *full plate armor +2*)	**AC** 25, **touch** 11, **ff** 24 (+1 Dex, +2 natural, +12 *full plate armor +3*)	**AC** 28, **touch** 10, **ff** 27 (-1 size, +1 Dex, +5 natural, +13 *full plate armor +4*)
hp / HD	**84** (10d8)+40; **Fast Healing** 5	**116** (13d8)+52; **Fast Healing** 5	**170** (16d8)+96; **Fast Healing** 5	**193** (19d8)+114; **Fast Healing** 5
Saves	**Fort** +7, **Ref** +5, **Will** +12	**Fort** +8, **Ref** +6, **Will** +13	**Fort** +11, **Ref** +9, **Will** +17	**Fort** +12, **Ref** +9, **Will** +18
Defensive Abilities	Channel Resistance +4; **Spell Resistance** 18; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** *+1 keen longsword* +14/+9 (1d8+6/17-20)	**Melee** *+2 keen longsword* +17/+12 (1d8+7/17-20) or **Melee** gauntlet +14 (1d3+5)	**Melee** *+3 keen longsword* +23/+18/+13 (1d8+10/17-20) or **Melee** gauntlet +19 (1d3+7)	**Melee** *+4 keen longsword* (large) +27/+22/+17 (2d6+13/17-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Chilling Blade (+1d6 cold); Death's Calling; Summon Mount			
Statistics				
Ability Scores	**Str** 20, **Dex** 14, **Con** *, **Int** 14, **Wis** 16, **Cha** 18	**Str** 20, **Dex** 15, **Con** *, **Int** 14, **Wis** 16, **Cha** 18	**Str** 25, **Dex** 19, **Con** *, **Int** 18, **Wis** 20, **Cha** 22	**Str** 29, **Dex** 17, **Con** *, **Int** 18, **Wis** 20, **Cha** 22
Core Attack	**Base Atk** +7; **CMB** +12; **CMD** 24	**Base Atk** +9; **CMB** +14; **CMD** 26	**Base Atk** +12; **CMB** +19; **CMD** 33	**Base Atk** +14; **CMB** +24; **CMD** 37
Feats	Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Critical Focus, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Cleave, Critical Focus, Improved Initiative, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -3, Appraise +2, Bluff +4, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +14, Heal +3, Intimidate +17, Perception +16, Perform (Untrained) +4, Ride +7, Sense Motive +3, Spellcraft +15, Stealth +10, Survival +3,	Acrobatics -3, Appraise +2, Bluff +4, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +17, Heal +3, Intimidate +20, Perception +19, Perform (Untrained) +4, Ride +10, Sense Motive +3, Spellcraft +18, Stealth +13, Survival +3	Acrobatics -1, Appraise +4, Bluff +6, Climb +21, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist -1, Fly -1, Handle Animal +22, Heal +5, Intimidate +25, Perception +24, Perform (Untrained) +6, Ride +15, Sense Motive +24, Spellcraft +23, Stealth +18, Survival +5, Swim +2	Acrobatics -2, Appraise +4, Bluff +6, Climb +26, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist -2, Fly -4, Handle Animal +25, Heal +5, Intimidate +28, Perception +27, Perform (Untrained) +6, Ride +17, Sense Motive +27, Spellcraft +26, Stealth +16, Survival +5, Swim +4
Languages	Common, Sylvan			
Special Qualities	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 19), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 20), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 24), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 25), Undead Traits
Treasure	*+1 full plate armor; +1 keen longsword*	*+2 full plate armor; +2 keen longsword*	*+3 full plate armor; +3 keen longsword*	*+4 full plate armor (large); +4 keen longsword (large)*

Special Abilities

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Chilling Blade (Su) A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the keen weapon property.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 25 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.

Fast Healing (Ex) You regain hit points at 5 hit points per round. You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 25). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Ettin

CR 6; **XP** 2,400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 6; **XP** 2,400	**CR** 9; **XP** 6,400	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Ettin; CE Large humanoid (giant)		Male Advanced Ettin; CE Large humanoid (giant)	Male Advanced Giant Ettin; CE Huge humanoid (giant)
Class	Humanoid 10	Humanoid 13	Humanoid 16	Humanoid 19
Initiative	**+3**	**+3**	**+5**	**+4**
Senses	**Perception** +12; **Low-Light Vision**	**Perception** +15; **Low-Light Vision**	**Perception** +20; **Low-Light Vision**	**Perception** +24; **Low-Light Vision**
Defense				
Armor Class	**AC** 18, **touch** 8, **ff** 18 (-1 size, -1 Dex, +8 natural; +2 leather armor)	**AC** 23, **touch** 8, **ff** 23 (-1 size, -1 Dex, +8 natural; +7 banded mail)	**AC** 28, **touch** 10, **ff** 27 (-1 size, +1 Dex, +11 natural; +7 masterwork banded mail)	**AC** 33, **touch** 8, **ff** 33 (-2 size, +16 natural; +9 *half-plate armor +1*)
hp / HD	**63** (10d8)+20	**93** (13d8)+26	**147** (16d8)+64	**207** (19d8)+114
Saves	**Fort** +9, **Ref** +2, **Will** +5	**Fort** +10, **Ref** +3, **Will** +6	**Fort** +14, **Ref** +6, **Will** +9	**Fort** +17, **Ref** +6, **Will** +10
Offense				
Movement	**Speed** 40 ft.	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 30 ft.
Attacks	**Melee** flail (large) +12/+7 (2d6+6) or **Ranged** javelin (large) +5/+0 (1d8+6)	**Melee** masterwork flail (large) +16/+11 (2d6+7) or **Ranged** javelin (large) +7/+2 (1d8+7)	**Melee** +2 *flail* (large) +22/+17/+12 (2d6+11) or **Ranged** javelin (large) +12/+7/+2 (1d8+9)	**Melee** +2 *dwarfbane flail* (huge) +25/+20/+15 (3d6+13) or **Ranged** javelin (huge) +12 (2d6+11)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			
Special Attacks	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting
Statistics				
Ability Scores	**Str** 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11	**Str** 24, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11	**Str** 29, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14, **Cha** 15	**Str** 33, **Dex** 10, **Con** 23, **Int** 10, **Wis** 14, **Cha** 15

	Low	Moderate	Advanced	Elite
Core Attack	**Base Atk** +7; **CMB** +14 (+16 overrun); **CMD** 23 (25 vs. overrun)	**Base Atk** +9; **CMB** +17 (+19 overrun); **CMD** 26 (28 vs. overrun)	**Base Atk** +12; **CMB** +22 (+24 overrun); **CMD** 33 (35 vs. overrun)	**Base Atk** +14; **CMB** +27 (+29 overrun); **CMD** 37 (39 vs. overrun)
Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Natural Armor (3x), Improved Overrun, Iron Will, Power Attack
Skills	Acrobatics -1, Appraise -2, Climb +6, Craft (Untrained) -2, Escape Artist -1, Fly -3, Handle Animal +8, Perception +12, Ride -1, Stealth -5, Swim +6	Acrobatics -7, Appraise -2, Climb +1, Craft (Untrained) -2, Escape Artist -7, Fly -9, Handle Animal +8, Perception +15, Ride -7, Stealth -11, Swim +1	Acrobatics -4, Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Escape Artist -4, Fly -6, Handle Animal +10, Heal +2, Intimidate +21, Perception +20, Perform (Untrained) +2, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +4	Acrobatics -6, Bluff +2, Climb +5, Diplomacy +2, Disguise +2, Escape Artist -6, Fly -10, Handle Animal +10, Heal +2, Intimidate +23, Perception +24, Perform (Untrained) +2, Ride -6, Sense Motive +2, Stealth -14, Survival +2, Swim +5
Languages	Goblin, Orc, Pidgin of Giant			
Special Qualities	Humanoid Traits, Low-Light Vision	Humanoid Traits, Low-Light Vision	Humanoid Traits, Low-Light Vision	Humanoid Traits, Low-Light Vision
Treasure	flail (large); javelin (x2, large); leather armor (large)	masterwork flail (large); javelin (x2, large); banded mail (large)	*+2 flail* (large); javelin (x2, large); masterwork banded mail (large)	*+2 dwarfbane flail* (huge); javelin (x2, huge); *+1 half-plate armor* (huge)

Special Abilities

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Garden Ooze

CR 6; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Neuter Garden Ooze; TN Small ooze		Neuter Garden Ooze (Advanced); TN Small ooze	Neuter Garden Ooze (Advanced, Giant); TN Medium ooze
Class	Ooze 3	Ooze 7	Ooze 11	Ooze 15
Initiative	+3	+3	+5	+4
Senses	**Perception** -5; **Blind, Blindsight** 60 ft.	**Perception** -5; **Blind, Blindsight** 60 ft.	**Perception** -3; **Blind, Blindsight** 60 ft.	**Perception** -3; **Blind, Blindsight** 60 ft.
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 11 (+1 size, +3 Dex)	**AC** 14, **touch** 14, **ff** 11 (+1 size, +3 Dex)	**AC** 18, **touch** 16, **ff** 13 (+1 size, +5 Dex, +2 natural)	**AC** 19, **touch** 14, **ff** 15 (+4 Dex, +5 natural)
hp / HD	**16** (3d8)+6	**45** (7d8)+14	**99** (11d8)+44	**160** (15d8)+90
Saves	**Fort** +3, **Ref** +4, **Will** -4	**Fort** +4, **Ref** +5, **Will** -3	**Fort** +7, **Ref** +8, **Will** +0	**Fort** +11, **Ref** +9, **Will** +2
Defensive Abilities	**Immune** Acid, Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning			
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.			
Attacks	**Melee** slam +3 (1d4)	**Melee** slam +7 (1d4+1)	**Melee** slam +12 (1d4+3)	**Melee** slam +17 (1d6+6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Statistics				
Ability Scores	**Str** 11, **Dex** 16, **Con** 15, **Int** *, **Wis** 1, **Cha** 2	**Str** 12, **Dex** 16, **Con** 15, **Int** *, **Wis** 1, **Cha** 2	**Str** 17, **Dex** 20, **Con** 19, **Int** *, **Wis** 5, **Cha** 6	**Str** 22, **Dex** 18, **Con** 23, **Int** *, **Wis** 5, **Cha** 6
Core Attack	**Base Atk** +2; **CMB** +1; **CMD** 14	**Base Atk** +5; **CMB** +5; **CMD** 18	**Base Atk** +8; **CMB** +10; **CMD** 25	**Base Atk** +11; **CMB** +17; **CMD** 31
Feats	-	-	-	-
Skills	Acrobatics +3, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +5, Heal -5, Intimidate -4, Perception -5, Perform (Untrained) -4, Ride +3, Sense Motive -5, Stealth +7, Survival -5	Acrobatics +3, Bluff -4, Climb +9, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +5, Heal -5, Intimidate -4, Perception -5, Perform (Untrained) -4, Ride +3, Sense Motive -5, Stealth +7, Survival -5, Swim +1	Acrobatics +5, Bluff -2, Climb +11, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal -3, Intimidate -2, Perception -3, Perform (Untrained) -2, Ride +5, Sense Motive -3, Stealth +9, Survival -3, Swim +3	Acrobatics +4, Bluff -2, Climb +14, Diplomacy -2, Disguise -2, Escape Artist +4, Fly +4, Heal -3, Intimidate -2, Perception -3, Perform (Untrained) -2, Ride +4, Sense Motive -3, Stealth +4, Survival -3, Swim +6
Languages	None			
Special Qualities	Acid, Blindsight, Camouflage, Ooze Traits, Stink			
Treasure	-	-	-	-

Special Abilities

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise,

blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

Gelatinous Cube

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Neuter Gelatinous Cube; TN Large ooze		Neuter Gelatinous Cube (Advanced); TN Large ooze	Neuter Gelatinous Cube (Advanced, Giant); TN Huge ooze
Class	Ooze 4	Ooze 8	Ooze 12	Ooze 16
Initiative	**-5**	**-5**	**-3**	**-4**
Senses	**Perception** -5; **Blind**; **Blindsight** 60 ft.	**Perception** -5; **Blind**; **Blindsight** 60 ft.	**Perception** -3; **Blind**; **Blindsight** 60 ft.	**Perception** -3; **Blind**; **Blindsight** 60 ft.
Defense				
Armor Class	**AC** 4, **touch** 4, **ff** 4 (-1 size, -5 Dex)	**AC** 4, **touch** 4, **ff** 4 (-1 size, -5 Dex)	**AC** 8, **touch** 6, **ff** 8 (-1 size, -3 Dex, +2 natural)	**AC** 9, **touch** 4, **ff** 9 (-2 size, -4 Dex, +5 natural)
hp / HD	**55** (4d8)+32	**105** (8d8)+64	**174** (12d8)+120	**263** (16d8)+192
Saves	**Fort** +9, **Ref** -4, **Will** -4	**Fort** +10, **Ref** -3, **Will** -3	**Fort** +14, **Ref** +1, **Will** +1	**Fort** +17, **Ref** +1, **Will** +2
Defensive Abilities	**Immune** Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneat Attacks, Stunning			
Offense				
Movement	**Speed** 15 ft.			
Attacks	**Melee** slam +2 (1d6)	**Melee** slam +5 (1d6)	**Melee** slam +11 (1d6+3)	**Melee** slam +15 (1d8+5)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 15 ft.
Special Attacks	Acid, Engulf, Paralysis			
Statistics				
Ability Scores	**Str** 10, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1	**Str** 11, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1	**Str** 16, **Dex** 5, **Con** 30, **Int** *, **Wis** 5, **Cha** 5	**Str** 21, **Dex** 3, **Con** 34, **Int** *, **Wis** 5, **Cha** 5
Core Attack	**Base Atk** +3; **CMB** +4; **CMD** 9 (can't be tripped)	**Base Atk** +6; **CMB** +7; **CMD** 12 (can't be tripped)	**Base Atk** +9; **CMB** +13; **CMD** 20 (can't be tripped)	**Base Atk** +12; **CMB** +19; **CMD** 25 (can't be tripped)
Feats	-	-	-	-

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -5, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -7, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -9, Survival -5	Acrobatics -5, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -7, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -9, Survival -5	Acrobatics -3, Bluff -3, Climb +3, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -5, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -3, Sense Motive -3, Stealth -7, Survival -3, Swim +3	Acrobatics -4, Bluff -3, Climb +5, Diplomacy -3, Disguise -3, Escape Artist -4, Fly -8, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -4, Sense Motive -3, Stealth -12, Survival -3, Swim +5
Languages	None			
Special Qualities	Blindsight, Can't Be Tripped, Ooze Traits, Transparent			
Treasure	-	-	-	-

Special Abilities

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 23 Reflex save to avoid being engulfed--on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Gray Ooze

CR 4; **XP** 1,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Neuter Gray Ooze; TN Medium ooze		Neuter Gray Ooze (Advanced); TN Medium ooze	Neuter Gray Ooze (Advanced, Giant); TN Medium ooze
Class	Ooze 4	Ooze 8	Ooze 12	Ooze 16
Initiative	-5	-5	-3	-4
Senses	**Perception** -5; **Blind; Blindsight** 60 ft.	**Perception** -5; **Blind; Blindsight** 60 ft.	**Perception** -3; **Blind; Blindsight** 60 ft.	**Perception** -3; **Blind; Blindsight** 60 ft.
Defense				
Armor Class	**AC** 5, **touch** 5, **ff** 5 (-5 Dex)	**AC** 5, **touch** 5, **ff** 5 (-5 Dex)	**AC** 9, **touch** 7, **ff** 9 (-3 Dex, +2 natural)	**AC** 10, **touch** 5, **ff** 10 (-1 size, -4 Dex, +5 natural)

	Low	Moderate	Advanced	Elite
hp / HD	**50** (4d8)+32	**96** (8d8)+64	**167** (12d8)+120	**257** (16d8)+192
Saves	**Fort** +9, **Ref** -4, **Will** -4	**Fort** +10, **Ref** -3, **Will** -3	**Fort** +14, **Ref** +1, **Will** +1	**Fort** +17, **Ref** +1, **Will** +2
Defensive Abilities	**Immune** Cold, Critical Hits, Fire, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning			
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.			
Attacks	**Melee** slam +6 (1d6+4)	**Melee** slam +9 (1d6+4)	**Melee** slam +15 (1d6+9)	**Melee** slam +19 (1d8+12)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Acid (DC 20), Constrict (1d6+1), Grab	Acid (DC 22), Constrict (1d6+1), Grab	Acid (DC 26), Constrict (1d6+3), Grab	Acid (DC 30), Constrict (1d6+4), Grab
Statistics				
Ability Scores	**Str** 16, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1	**Str** 17, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1	**Str** 22, **Dex** 5, **Con** 30, **Int** *, **Wis** 5, **Cha** 5	**Str** 27, **Dex** 3, **Con** 34, **Int** *, **Wis** 5, **Cha** 5
Core Attack	**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11	**Base Atk** +6; **CMB** +9 (+13 grapple); **CMD** 14	**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 22	**Base Atk** +12; **CMB** +21 (+25 grapple); **CMD** 27
Feats	-	-	-	-
Skills	Acrobatics -5, Bluff -5, Climb +3, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -5, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -5, Survival -5, Swim +3	Acrobatics -5, Bluff -5, Climb +3, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -5, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -5, Survival -5, Swim +3	Acrobatics -3, Bluff -3, Climb +6, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -3, Sense Motive -3, Stealth -3, Survival -3, Swim +6	Acrobatics -4, Bluff -3, Climb +8, Diplomacy -3, Disguise -3, Escape Artist -4, Fly -6, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -4, Sense Motive -3, Stealth -8, Survival -3, Swim +8
Languages	None			
Special Qualities	Blindsight, Ooze Traits, Transparent			
Treasure	-	-	-	-

Special Abilities

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 30 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 30 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Constrict (Ex) You can crush an opponent, dealing 1d6+4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that

established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Ghoul

CR 1; **XP** 400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Male or Female Ghoul; CE Medium undead			
Class	Undead 2	Undead 6	Undead 10	Undead 14
Initiative	**+2**	**+2**	**+2**	**+2**
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.	**Perception** +23; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 natural)	**AC** 14, **touch** 12, **ff** 12 (+2 Dex, +2 natural)	**AC** 15, **touch** 13, **ff** 12 (+2 Dex, +2 natural, +1 Dodge)	**AC** 15, **touch** 13, **ff** 12 (+2 Dex, +2 natural, +1 Dodge)
hp / HD	7 (2d8)+4	**21** (6d8)+12	**46** (10d8)+20	**75** (14d8)+28
Saves	**Fort** +2, **Ref** +2, **Will** +5	**Fort** +4, **Ref** +4, **Will** +7	**Fort** +5, **Ref** +5, **Will** +9	**Fort** +6, **Ref** +6, **Will** +11
Defensive Abilities	Channel Resistance +2; **Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** bite +3 (1d6+1) or **Melee** claw +3/+3 (1d6+1)	**Melee** bite +6 (1d8+2) or **Melee** claw +6/+6 (1d8+2)	**Melee** bite +9 (1d8+2) or **Melee** claw +9/+9 (1d8+2)	**Melee** bite +14 (1d8+3) or **Melee** claw +14/+14 (1d8+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Speical Attacks	Disease, Paralysis			
Statistics				
Ability Scores	**Str** 13, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14	**Str** 14, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14	**Str** 15, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14	**Str** 16, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14
Core Attack	**Base Atk** +1; **CMB** +2; **CMD** 14	**Base Atk** +4; **CMB** +6; **CMD** 18	**Base Atk** +7; **CMB** +9; **CMD** 22	**Base Atk** +10; **CMB** +13; **CMD** 26
Feats	Weapon Finesse	Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse, Weapon Focus (Bite, Claw)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +4, Appraise +1, Bluff +2, Climb +6, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +2, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +7, Survival +2, Swim +3	Acrobatics +8, Appraise +1, Bluff +2, Climb +9, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +11, Perception +11, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +11, Survival +2, Swim +4	Acrobatics +12, Appraise +1, Bluff +2, Climb +13, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +15, Perception +19, Perform (Untrained) +2, Ride +2, Sense Motive +4, Stealth +15, Survival +2, Swim +4	Acrobatics +16, Appraise +1, Bluff +2, Climb +18, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +19, Perception +23, Perform (Untrained) +2, Ride +2, Sense Motive +4, Stealth +19, Survival +2, Swim +5
Languages	Common			
Special Qualities	Darkvision, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Su) Ghoul Fever: Bite--injury; save Fort DC 19; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis (Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw DC 19. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Giant Vulture

CR 4; **XP** 1,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 7; **XP** 3,200	**CR** 11; **XP** 1,800	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Giant Vulture; TN Large animal		Male or Female Giant Vulture (Advanced); TN Large animal	Male or Female Giant Vulture (Advanced, Giant); TN Huge animal
Class	Animal 5	Animal 9	Animal 13	Animal 17
Initiative	**+6**	**+6**	**+8**	**+7**
Senses	**Perception** +18; **Low-Light Vision**	**Perception** +22; **Low-Light Vision**	**Perception** +28; **Low-Light Vision**	**Perception** +32; **Low-Light Vision**
Defense				
Armor Class	**AC** 17, **touch** 11, **ff** 15 (-1 size, +2 Dex, +6 natural)	**AC** 18, **touch** 11, **ff** 16 (-1 size, +2 Dex, +7 natural)	**AC** 24, **touch** 13, **ff** 20 (-1 size, +4 Dex, +11 natural)	**AC** 27, **touch** 11, **ff** 24 (-2 size, +3 Dex, +16 natural)
hp / HD	**38** (5d8)+20	**67** (9d8)+36	**128** (13d8)+78	**209** (17d8)+136
Saves	**Fort** +8, **Ref** +6, **Will** +3	**Fort** +10, **Ref** +8, **Will** +5	**Fort** +14, **Ref** +12, **Will** +8	**Fort** +18, **Ref** +13, **Will** +9
Offense				
Movement	**Speed** 10 ft.; **Fly** 50 ft. (Average)			
Attacks	**Melee** bite +8 (2d6+6)	**Melee** bite +11 (3d6+6)	**Melee** bite +17 (3d6+9)	**Melee** bite +21 (4d6+11)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 15 ft.
Statistics				
Ability Scores	**Str** 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7	**Str** 23, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7	**Str** 28, **Dex** 19, **Con** 22, **Int** 2, **Wis** 19, **Cha** 11	**Str** 33, **Dex** 17, **Con** 26, **Int** 2, **Wis** 19, **Cha** 11
Core Attack	**Base Atk** +3; **CMB** +10; **CMD** 22	**Base Atk** +6; **CMB** +13; **CMD** 25	**Base Atk** +9; **CMB** +19; **CMD** 33	**Base Atk** +12; **CMB** +25; **CMD** 38
Feats	Flyby Attack, Improved Initiative, Power Attack	Flyby Attack, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Power Attack	Flyby Attack, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite), Power Attack	Flyby Attack, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Bite), Power Attack
Skills	Acrobatics +2, Appraise -4, Bluff -2, Climb +6, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Perception +18, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Acrobatics +2, Appraise -4, Bluff -2, Climb +6, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Perception +22, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Acrobatics +4, Appraise -4, Climb +9, Craft (Untrained) -4, Escape Artist +4, Fly +2, Heal +4, Perception +28, Ride +4, Sense Motive +4, Survival +4, Swim +9	Acrobatics +3, Appraise -4, Climb +11, Craft (Untrained) -4, Escape Artist +3, Fly -1, Heal +4, Perception +32, Ride +3, Sense Motive +4, Stealth -5, Survival +4, Swim +11
Languages	None			
Special Qualities	Animal Traits, Diseased, Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Animal Traits (Ex) Animals breathe, eat, and sleep.

Diseased (Ex) Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (Core Rulebook 557). Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Howler

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Howler; CE Large outsider (chaotic, evil, extraplanar)			
Class	Outsider 5	Outsider 9	Outsider 13	Outsider 17
Initiative	+6	+7	+7	+8
Senses	**Perception** +13; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +24; **Darkvision** 60 ft.	**Perception** +28; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 15, **touch** 11, **ff** 13 (-1 Size, +2 Dex, +4 natural)	**AC** 17, **touch** 12, **ff** 14 (-1 Size, +3 Dex, +5 natural)	**AC** 18, **touch** 12, **ff** 15 (-1 Size, +3 Dex, +6 natural)	**AC** 21, **touch** 13, **ff** 17 (-1 Size, +4 Dex, +8 natural)
hp / HD	**43** (5d10)+10	**80** (9d10)+18	**107** (13d10)+26	**141** (17d10)+34
Saves	**Fort** +6, **Ref** +6, **Will** +3	**Fort** +8, **Ref** +9, **Will** +5	**Fort** +10, **Ref** +11, **Will** +6	**Fort** +12, **Ref** +14, **Will** +7
Defensive Abilities	Quill Defense			
Offense				
Movement	**Speed** 60 ft.			
Attacks	**Melee** bite +8 (1d8+4) or **Melee** quills +3 (1d4+2)	**Melee** bite +12 (2d6+4) or **Melee** quills +7 (1d4+2)	**Melee** bite +16 (2d6+4) or **Melee** quills +11 (1d6+2)	**Melee** bite +20 (2d6+4) or **Melee** quills +15 (1d6+2)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			
Special Attacks	Howl, Pain (quills, quill defense)			
Statistics				

	Low	Moderate	Advanced	Elite
Ability Scores	**Str** 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11	**Str** 18, **Dex** 16, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11	**Str** 18, **Dex** 17, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11	**Str** 18, **Dex** 18, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11
Core Attack	**Base Atk** +5; **CMB** +10; **CMD** 22 (26 vs. trip)	**Base Atk** +9; **CMB** +14; **CMD** 27 (31 vs. trip)	**Base Atk** +13; **CMB** +18; **CMD** 31 (35 vs. trip)	**Base Atk** +17; **CMB** +22; **CMD** 36 (40 vs. trip)
Feats	Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite, Quills), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor (4x), Improved Natural Attack (Bite, Quills), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)
Skills	Acrobatics +10, Appraise -2, Climb +12, Craft (Untrained) -2, Escape Artist +2, Heal +2, Perception +13, Ride +2, Sense Motive +2, Stealth +6, Survival +2, Swim +4	Acrobatics +15, Appraise -2, Climb +16, Craft (Untrained) -2, Escape Artist +3, Fly +1, Heal +2, Perception +17, Ride +3, Sense Motive +2, Stealth +11, Survival +2, Swim +4	Acrobatics +19, Appraise -2, Climb +20, Craft (Untrained) -2, Escape Artist +3, Fly +1, Heal +2, Perception +24, Ride +3, Sense Motive +2, Stealth +15, Survival +2, Swim +4,	Acrobatics +24, Appraise -2, Climb +24, Craft (Untrained) -2, Escape Artist +4, Fly +2, Heal +2, Perception +28, Ride +4, Sense Motive +2, Stealth +20, Survival +2, Swim +4
Languages	Abyssal, Cannot Speak			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits			
Treasure	-	-	-	-

Special Abilities

Abyssal Strike (Ex) A howler's bite and quills are considered to be chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Cannot Speak A creature with this ability may understand one of more languages but cannot speak.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 18 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse - howl; save Fort DC 18 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a DC 22 Reflex save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Quills) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Mohrg

CR 8; **XP** 4,800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400	**CR** 18; **XP** 153,600
Sex / Race	Male or Female Mohrg; CE Medium undead		Male or Female Mohrg (Advanced); CE Medium undead	Male or Female Mohrg (Advanced, Giant); CE Large undead
Class	Undead 14	Undead 16	Undead 18	Undead 20
Initiative	+8	+8	+10	+9
Senses	**Perception** +23; **Darkvision** 60 ft.	**Perception** +25; **Darkvision** 60 ft.	**Perception** +29; **Darkvision** 60 ft.	**Perception** +31; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 23, **touch** 15, **ff** 18 (+4 Dex, +8 natural, +1 dodge)	**AC** 23, **touch** 15, **ff** 18 (+4 Dex, +8 natural, +1 dodge)	**AC** 27, **touch** 17, **ff** 20 (+6 Dex, +10 natural, +1 dodge)	**AC** 28, **touch** 15, **ff** 22 (-1 size, +5 Dex, +13 natural, +1 dodge)
hp / HD	**88** (14d8)+28	**103** (16d8)+32	**146** (18d8)+72	**163** (20d8)+80
Saves	**Fort** +6, **Ref** +10, **Will** +9	**Fort** +7, **Ref** +11, **Will** +10	**Fort** +10, **Ref** +14, **Will** +13	**Fort** +10, **Ref** +13, **Will** +14
Defensive Abilities	**Immune** Ability Dran, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** slam +15/+15 (2d8+5) plus grab or **Melee** tongue +10 (1d1) plus paralysis	**Melee** slam +18/+18 (3d8+6) plus grab or **Melee** tongue +13 (1d1) plus paralysis	**Melee** slam +21/+21 (3d8+8) plus grab or **Melee** tongue +16 (1d1) plus paralysis	**Melee** slam +24/+24 (4d8+10) plus grab or **Melee** tongue +19 (1d1) plus paralysis
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 5 ft.; **Reach** 5 ft.
Special Attacks	Create Spawn; Grab; Paralysis (1d4 minutes, DC 21)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 22)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 25)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 26)
Statistics				
Ability Scores	**Str** 21, **Dex** 19, **Con** *, **Int** 11, **Wis** 10, **Cha** 14	**Str** 22, **Dex** 19, **Con** *, **Int** 11, **Wis** 10, **Cha** 14	**Str** 26, **Dex** 23, **Con** *, **Int** 15, **Wis** 14, **Cha** 18	**Str** 31, **Dex** 21, **Con** *, **Int** 15, **Wis** 14, **Cha** 18
Core Attack	**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30	**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 33	**Base Atk** +13; **CMB** +21 (+25 grapple); **CMD** 38	**Base Atk** +15; **CMB** +26 (+30 grapple); **CMD** 42
Feats	Ability Focus (Paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Cleave, Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +4, Bluff +2, Climb +22, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +4, Intimidate +2, Perception +23, Perform (Untrained) +2, Ride +4, Stealth +21, Swim +19	Acrobatics +4, Bluff +2, Climb +25, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +4, Intimidate +2, Perception +25, Perform (Untrained) +2, Ride +4, Stealth +23, Swim +22	Acrobatics +6, Appraise +2, Bluff +4, Climb +29, Craft (Untrained) +2, Diplomacy +4, Disguise +25, Escape Artist +6, Fly +6, Heal +2, Intimidate +25, Perception +29, Perform (Untrained) +4, Ride +6, Sense Motive +2, Stealth +27, Survival +2, Swim +26	Acrobatics +5, Appraise +2, Bluff +4, Climb +33, Craft (Untrained) +2, Diplomacy +4, Disguise +27, Escape Artist +5, Fly +3, Heal +2, Intimidate +27, Perception +31, Perform (Untrained) +4, Ride +5, Sense Motive +2, Stealth +24, Survival +2, Swim +30
Languages	None			
Special Qualities	Darkvision, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Paralysis You can render your victims immobile for 1d4 minutes, DC 26 negates.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Ability Focus (Paralysis) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Spring Attack You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Nabasu (Demon)

CR 8; **XP** 4,800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 8; **XP** 4,800	**CR** 11; **XP** 12,800	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Nabasu; CE Medium outsider (chaotic, demon, evil, native)		Male or Female Nabasu (Advanced); CE Medium outsider (chaotic, demon, evil, native)	Male or Female Nabasu (Advanced, Giant); CE Large outsider (chaotic, demon, evil, native)
Class	Outsider 9	Outsider 13	Outsider 15	Outsider 19
Initiative	+7	+7	+9	+8
Senses	**Perception** +23; **Darkvision** 60 ft.	**Perception** +27; **Darkvision** 60 ft.	**Perception** +31; **Darkvision** 60 ft.	**Perception** +35; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 22, **touch** 14, **ff** 18 (+3 Dex, +8 natural, +1 dodge); Combat Expertise	**AC** 22, **touch** 14, **ff** 18 (+3 Dex, +8 natural, +1 dodge); Combat Expertise	**AC** 27, **touch** 16, **ff** 21 (+5 Dex, +11 natural, +1 dodge); Combat Expertise	**AC** 30, **touch** 14, **ff** 25 (-1 size, +4 Dex, +16 natural, +1 dodge); Combat Expertise
hp / HD	**105** (9d10)+54	**160** (13d10)+78	**219** (15d10)+120	**307** (19d10)+190
Saves	**Fort** +9, **Ref** +9, **Will** +9	**Fort** +10, **Ref** +11, **Will** +11	**Fort** +13, **Ref** +14, **Will** +14	**Fort** +16, **Ref** +15, **Will** +16
Defensive Abilities	**DR** 10/cold iron or good; **Immune** Death Effects, Electricity, Paralysis, Poison; **Resistances** Acid 10, Cold 10, Fire 10, **Spell Resistance** 19			
Offense				
Movement	**Speed** 30 ft.; **Fly** 60 ft. (Average)			
Attacks	**Melee** bite +15 (1d8+6) or **Melee** claw +15/+15 (1d6+6)	**Melee** bite +19 (2d6+6) or **Melee** claw +19/+19 (1d8+6)	**Melee** bite +23 (2d6+8) or **Melee** claw +23/+23 (1d8+8)	**Melee** bite +29 (3d6+11) or **Melee** claw +29/+29 (2d6+11)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Consume Life (0 Growth Points); Death-Stealing Gaze (DC 18); Sneak Attack 2d6	Consume Life (0 Growth Points); Death-Stealing Gaze (DC 20); Sneak Attack 2d6	Consume Life (0 Growth Points); Death-Stealing Gaze (DC 23); Sneak Attack 2d6	Consume Life (0 Growth Points); Death-Stealing Gaze (DC 25); Sneak Attack 2d6
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, greater teleport* (self plus 50 lbs. of objects only) **3x/Day** – *enervation, silence, vampiric touch* **1x/Day** – *mass hold person* (DC 21), *regenerate, summon monster IV* (1 nabasu 30% or 1d4 babaus 30%)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, greater teleport* (self plus 50 lbs. of objects only) **3x/Day** – *enervation, silence, vampiric touch* **1x/Day** – *mass hold person* (DC 21), *regenerate, summon monster IV* (1 nabasu 30% or 1d4 babaus 30%)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, greater teleport* (self plus 50 lbs. of objects only) **3x/Day** – *enervation, silence, vampiric touch* **1x/Day** – *mass hold person* (DC 23), *regenerate, summon monster IV* (1 nabasu 30% or 1d4 babaus 30%)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, greater teleport* (self plus 50 lbs. of objects only) **3x/Day** – *enervation, silence, vampiric touch* **1x/Day** – *mass hold person* (DC 23), *regenerate, summon monster IV* (1 nabasu 30% or 1d4 babaus 30%)
Statistics				
Ability Scores	**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19	**Str** 23, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19	**Str** 27, **Dex** 21, **Con** 26, **Int** 19, **Wis** 20, **Cha** 23	**Str** 32, **Dex** 19, **Con** 30, **Int** 19, **Wis** 20, **Cha** 23
Core Attack	**Base Atk** +9; **CMB** +15; **CMD** 29	**Base Atk** +13; **CMB** +19; **CMD** 33	**Base Atk** +15; **CMB** +23; **CMD** 39	**Base Atk** +19; **CMB** +31; **CMD** 46

	Low	Moderate	Advanced	Elite
Feats	Cleave, Combat Expertise, Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency
Skills	Acrobatics +15, Appraise +2, Bluff +4, Climb +6, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +15, Heal +3, Intimidate +4, Knowledge (Arcana) +14, Knowledge (Planes) +14, Perception +23, Perform (Untrained) +4, Ride +3, Sense Motive +15, Stealth +15, Survival +15, Swim +6	Acrobatics +19, Appraise +2, Bluff +15, Climb +6, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +19, Heal +3, Intimidate +4, Knowledge (Arcana) +14, Knowledge (Planes) +14, Perception +27, Perform (Untrained) +4, Ride +3, Sense Motive +19, Stealth +19, Survival +19, Swim +6	Acrobatics +23, Appraise +4, Bluff +24, Climb +8, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +5, Fly +23, Heal +5, Intimidate +6, Knowledge (Arcana) +20, Knowledge (Geography) +12, Knowledge (Planes) +22, Knowledge (Religion) +13, Perception +31, Perform (Untrained) +6, Ride +5, Sense Motive +23, Stealth +23, Survival +23, Swim +8	Acrobatics +26, Appraise +4, Bluff +28, Climb +11, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +4, Fly +24, Heal +5, Intimidate +6, Knowledge (Arcana) +24, Knowledge (Geography) +16, Knowledge (Planes) +26, Knowledge (Religion) +13, Perception +35
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, Telepathy 100 ft.			
Treasure	-	-	-	-

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check--success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points--it automatically matures if it has not done so already when it reaches 20 growth points.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 25 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round--if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be. Native outsider breathe, eat, and sleep.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Ogre

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Ogre; CE Large humanoid		Male or Female Ogre (Advanced); CE Large humanoid	Male or Female Ogre (Advanced, Giant); CE Huge humanoid
Class	Humanoid 4	Humanoid 8	Humanoid 12	Humanoid 16
Initiative	-1	-1	+1	+0
Senses	**Perception** +5; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +8; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +21; **Darkvision** 60 ft.; **Low-Light Vision**
Defense				
Armor Class	**AC** 17, **touch** 8, **ff** 17 (-1 size, -1 Dex, +5 natural, +4 hide armor)	**AC** 19, **touch** 8, **ff** 19 (-1 size, -1 Dex, +5 natural, +6 chainmail)	**AC** 25, **touch** 10, **ff** 24 (-1 size, +1 Dex, +9 natural, +6 masterwork agile breastplate)	**AC** 30, **touch** 8, **ff** 30 (-2 size, +14 natural, +8 *impervious agile breastplate* +2)
hp / HD	**32** (4d8)+12	**66** (8d8)+24	**127** (12d8)+60	**202** (16d8)+112
Saves	**Fort** +6, **Ref** +0, **Will** +3	**Fort** +8, **Ref** +1, **Will** +4	**Fort** +12, **Ref** +5, **Will** +8	**Fort** +16, **Ref** +5, **Will** +9
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** greatclub (large) +7 (2H: 2d8+7) or **Ranged** javelin (large) +1 (1d8+5)	**Melee** greatclub (large) +11/+6 (2H: 2d8+9) or **Ranged** javelin (large) +4/-1 (1d8+6)	**Melee** *+1 greatclub* (large) +17/+12 (2H: 2d8+13) or **Ranged** javelin (large) +9/+4 (1d8+8)	**Melee** *+2 advancing greatclub* (huge) +23/+18/+13 (2H: 3d8+18) or **Ranged** javelin (huge) +10/+5/+0 (2d6+11)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 15 ft.
Statistics				

	Low	Moderate	Advanced	Elite
Ability Scores	**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10; **Cha** 7	**Str** 22, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10; **Cha** 7	**Str** 27, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14; **Cha** 11	**Str** 32, **Dex** 10, **Con** 23, **Int** 10, **Wis** 14; **Cha** 11
Core Attack	**Base Atk** +3; **CMB** +9; **CMD** 18	**Base Atk** +6; **CMB** 13 **CMD** 22	**Base Atk** +9; **CMB** +18; **CMD** 29	**Base Atk** +12; **CMB** +25; **CMD** 35
Feats	Iron Will, Toughness	Cleave, Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (2x), Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (4x), Iron Will, Power Attack, Toughness
Skills	Acrobatics -4, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -6, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride -4, Stealth -8, Swim +2	Acrobatics -6, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -8, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride -6, Stealth -10, Swim +1	Acrobatics -2, Climb +20, Escape Artist -2, Fly -4, Heal +2, Intimidate +6, Perception +17, Ride -2, Sense Motive +2, Stealth -6, Survival +2, Swim +5	Acrobatics -3, Climb +27, Escape Artist -3, Fly -7, Heal +2, Intimidate +6, Perception +21, Ride -3, Sense Motive +2, Stealth -11, Survival +2, Swim +8
Languages	Giant			
Special Qualities	Darkvision, Humanoid Traits, Low-Light Vision			
Treasure	greatclub (large); hide armor (large); javelin (4x, large)	greatclub (large); chainmail (large); javelin (4x, large)	*+1 greatclub* (large); masterwork agile breastplate (large); javelin (4x, large)	*+2 advancing greatclub (huge)*; javelin (4x, huge); *+2 impervious agile breastplate (huge)*

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Toughness You have enhanced physical stamina. You gain +16 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Quasit (Demon)

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Male or Female Quasit; CE Tiny outsider (chaotic, demon, evil, extraplanar)		Male or Female Quasit (Advanced); CE Tiny outsider (chaotic, demon, evil, extraplanar)	Male or Female Quasit (Advanced, Giant); CE Small outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 3	Outsider 7	Outsider 11	Outsider 15
Initiative	+6	+6	+8	+7
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +21; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 16, **touch** 14, **ff** 14 (+2 size, +2 Dex, +2 natural)	**AC** 16, **touch** 14, **ff** 14 (+2 size, +2 Dex, +2 natural)	**AC** 21, **touch** 17, **ff** 16 (+2 size, +4 Dex, +4 natural, +1 dodge)	**AC** 22, **touch** 15, **ff** 18 (+1 size, +3 Dex, +7 natural, +1 dodge)
hp / HD	**12** (3d10), Fast Healing 2	**42** (7d10), Fast Healing 2	**76** (11d10)+22, Fast Healing 2	**145** (15d10)+60, Fast Healing 2
Saves	**Fort** +1, **Ref** +5, **Will** +4	**Fort** +2, **Ref** +7, **Will** +6	**Fort** +5, **Ref** +11, **Will** +10	**Fort** +9, **Ref** +12, **Will** +12
Defensive Abilities	**DR** 5/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10			
Offense				
Movement	**Speed** 20 ft.; **Fly** 50 ft. (Perfect)			
Attacks	**Melee** bite +7 (1d4-1) or **Melee** claw +7/+7 (1d3-1)	**Melee** bite +11 (1d6-1) or **Melee** claw +11/+11 (1d4-1)	**Melee** bite +18 (1d6+2) or **Melee** claw +17/+17 (1d4+2)	**Melee** bite +21 (1d8+4) or **Melee** claw +21/+21 (1d6+4)
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			**Space** 5 ft.; **Reach** 5 ft.
Special Attacks	Poison (DC 13)	Poison (DC 15)	Poison (DC 19)	Poison (DC 23)
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *detect good, detect magic, invisibility* (self only) **1x/day** – *cause fear* (DC 10) **1x/week** – *commune* (six questions)	**Innate Spell-Like Abilities:** **At Will** – *detect good, detect magic, invisibility* (self only) **1x/day** – *cause fear* (DC 10) **1x/week** – *commune* (six questions)	**Innate Spell-Like Abilities:** **At Will** – *detect good, detect magic, invisibility* (self only) **1x/day** – *cause fear* (DC 10) **1x/week** – *commune* (six questions)	**Innate Spell-Like Abilities:** **At Will** – *detect good, detect magic, invisibility* (self only) **1x/day** – *cause fear* (DC 10) **1x/week** – *commune* (six questions)
Statistics				
Ability Scores	**Str** 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11	**Str** 9, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11	**Str** 14, **Dex** 18, **Con** 15, **Int** 15, **Wis** 16, **Cha** 15	**Str** 19, **Dex** 16, **Con** 19, **Int** 15, **Wis** 16, **Cha** 15
Core Attack	**Base Atk** +3; **CMB** +3; **CMD** 12	**Base Atk** +7; **CMB** +7; **CMD** 16	**Base Atk** +11; **CMB** +13; **CMD** 26	**Base Atk** +15; **CMB** +18; **CMD** 32
Feats	Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse	Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse	Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (Bite)	Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (Bite, Claw)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +2, Bluff +6, Climb +2, Escape Artist +2, Fly +20, Heal +1, Intimidate +6, Knowledge (Planes) +6, Perception +7, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim -1	Acrobatics +2, Bluff +10, Climb +2, Escape Artist +2, Fly +24, Heal +1, Intimidate +10, Knowledge (Planes) +6, Perception +11, Ride +2, Sense Motive +8, Stealth +20, Survival +1, Swim -1	Acrobatics +15, Appraise +2, Bluff +16, Climb +4, Craft (Untrained) +2, Diplomacy +2, Disguise +10, Escape Artist +4, Fly +30, Heal +3, Intimidate +16, Knowledge (Planes) +8, Perception +17, Perform (Untrained) +2, Ride +4, Sense Motive +17, Stealth +26, Survival +3, Swim +2	Acrobatics +18, Appraise +2, Bluff +20, Climb +4, Craft (Untrained) +2, Diplomacy +2, Disguise +14, Escape Artist +3, Fly +31, Heal +3, Intimidate +20, Knowledge (Planes) +8, Perception +21, Perform (Untrained) +2, Ride +3, Sense Motive +21, Stealth +25, Survival +3, Swim +4
Languages	Common, Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.			
Treasure	-	-	-	-

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Change Shape (Su) 2 Of The Following Forms: Bat, Small Centipede, Toad, or Wolf

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Healing (Ex) You regain hit points at 2 hit points per round. You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Poison (Ex) Claw--injury; save Fortitude DC 23; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Revenant

CR 6; **XP** 2,400

Description

Once the **Obelisk Erupts**, any NPC who is slain has a chance of rising again as a **Revenant**. This applies regardless of who slew the NPC in question, though the GM is encouraged to give preference to cases where the party is involved.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Revenant; LE Medium undead		Male or Female Revenant (Advanced); LE Medium undead	Male or Female Revenant (Advanced, Giant); LE Large undead
Class	Undead 9	Undead 13	Undead 16	Undead 20
Initiative	+7	+7	+9	+8
Senses	**Perception** +13; **Darkvision** 60 ft.; **Sense Murder**	**Perception** +17; **Darkvision** 60 ft.; **Sense Murder**	**Perception** +22; **Darkvision** 60 ft.; **Sense Murder**	**Perception** +26; **Darkvision** 60 ft.; **Sense Murder**
Defense				
Armor Class	**AC** 19, **touch** 13, **ff** 16 (+3 Dex, +6 natural)	**AC** 19, **touch** 13, **ff** 16 (+3 Dex, +6 natural)	**AC** 23, **touch** 15, **ff** 18 (+5 Dex, +8 natural)	**AC** 24, **touch** 13, **ff** 20 (-1 size, +4 Dex, +11 natural)
hp / HD	**79** (9d8)+36	**113** (13d8)+52	**168** (16d8)+96	**210** (20d8)+120
Saves	**Fort** +7, **Ref** +6, **Will** +7	**Fort** +8, **Ref** +7, **Will** +9	**Fort** +11, **Ref** +10, **Will** +13	**Fort** +12, **Ref** +10, **Will** +15
Defensive Abilities	**DR** 5/slashing; **Spell Resistance** 17; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** claw +14/+14 (1d8+7)	**Melee** claw +17/+17 (2d6+7)	**Melee** claw +23/+23 (2d6+10)	**Melee** claw +27/+27 (3d6+12)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Baleful Shriek; Constrict (1d6+7), Grab (claw)		Baleful Shriek; Constrict (1d6+10), Grab (claw)	Baleful Shriek; Constrict (1d6+12), Grab (claw)
Statistics				
Ability Scores	**Str** 24, **Dex** 17, **Con** *, **Int** 7, **Wis** 12, **Cha** 19	**Str** 25, **Dex** 17, **Con** *, **Int** 7, **Wis** 12, **Cha** 19	**Str** 30, **Dex** 21, **Con** *, **Int** 11, **Wis** 16, **Cha** 23	**Str** 35, **Dex** 19, **Con** *, **Int** 11, **Wis** 16, **Cha** 23
Core Attack	**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 26	**Base Atk** +9; **CMB** +16 (+20 grapple); **CMD** 29	**Base Atk** +12; **CMB** +22 (+26 grapple); **CMD** 37	**Base Atk** +15; **CMB** +28 (+32 grapple; +30 overrun); **CMD** 42 (44 vs. overrun)
Feats	Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Cleaving Finish, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Cleaving Finish, Combat Reflexes, Great Cleave, Improved Initiative, Improved Natural Attack (Claw), Improved Overrun, Power Attack, Step Up, Weapon Focus (Claw)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +3, Appraise -2, Bluff +4, Climb +7, Craft (Untrained) -2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +3, Heal +1, Intimidate +16, Perception +13, Perform (Untrained) +4, Ride +3, Sense Motive +1, Stealth +3, Survival +1, Swim +7	Acrobatics +3, Appraise -2, Bluff +4, Climb +7, Craft (Untrained) -2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +3, Heal +1, Intimidate +20, Perception +17, Perform (Untrained) +4, Ride +3, Sense Motive +1, Stealth +3, Survival +1, Swim +7	Acrobatics +5, Bluff +6, Climb +29, Diplomacy +6, Disguise +6, Escape Artist +5, Fly +5, Heal +3, Intimidate +25, Perception +22, Perform (Untrained) +6, Ride +5, Sense Motive +3, Stealth +24, Survival +3, Swim +10	Acrobatics +4, Bluff +6, Climb +35, Diplomacy +6, Disguise +6, Escape Artist +4, Fly +2, Heal +3, Intimidate +29, Perception +26, Perform (Untrained) +6, Ride +4, Sense Motive +3, Stealth +23, Survival +3, Swim +12
Languages	Common			
Special Qualities	Darkvision, Reason to Hate, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 26 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect.

Constrict (Ex) You can crush an opponent, dealing 1d6+12 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer - this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Step Up You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Weapon Focus (Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scorpion, Giant

CR 3; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 600	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Giant Scorpion; TN Large vermin (mindless)		Male or Female Giant Scorpion (Advanced); TN Large vermin (mindless)	Male or Female Giant Scorpion (Advanced, Giant); TN Huge vermin (mindless)
Class	Vermin 5	Vermin 10	Vermin 14	Vermin 18
Initiative	+0	+0	+2	+1
Senses	**Perception** +4; **Darkvision** 60 ft; **Tremorsense** 60 ft.	**Perception** +4; **Darkvision** 60 ft; **Tremorsense** 60 ft.	**Perception** +6; **Darkvision** 60 ft; **Tremorsense** 60 ft.	**Perception** +6; **Darkvision** 60 ft; **Tremorsense** 60 ft.
Defense				
Armor Class	**AC** 16, **touch** 9, **ff** 16 (-1 size, +7 natural)	**AC** 16, **touch** 9, **ff** 16 (-1 size, +7 natural)	**AC** 20, **touch** 11, **ff** 18 (-1 size, +2 Dex, +9 natural)	**AC** 21, **touch** 9, **ff** 20 (-2 size, +1 Dex, +12 natural)
hp / HD	**40** (5d8)+15	**83** (10d8)+30	**131** (14d8)+70	**198** (18d8)+126
Saves	**Fort** +7, **Ref** +1, **Will** +1	**Fort** +10, **Ref** +3, **Will** +3	**Fort** +14, **Ref** +6, **Will** +6	**Fort** +18, **Ref** +7, **Will** +8
Defensive Abilities	**Immune** Mind-Affecting Effects			
Offense				
Movement	**Speed** 50 ft.			
Attacks	**Melee** claw +6/+6 (1d6+4) or **Melee** sting +6 (1d6+4)	**Melee** claw +11/+11 (1d6+5) or **Melee** sting +11 (1d6+5)	**Melee** claw +16/+16 (1d6+7) or **Melee** sting +16 (1d6+7)	**Melee** claw +21/+21 (1d8+10) or **Melee** sting +21 (1d8+10)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 10 ft.
Special Attacks	Constrict (2d6+4); Grab; Poison (DC 17)	Constrict (2d6+4); Grab; Poison (DC 20)	Constrict (2d6+4); Grab; Poison (DC 24)	Constrict (2d6+4); Grab; Poison (DC 28)
Statistics				
Ability Scores	**Str** 19, **Dex** 10, **Con** 16, **Int** *, **Wis** 10, **Cha** 2	**Str** 20, **Dex** 10, **Con** 16, **Int** *, **Wis** 10, **Cha** 2	**Str** 25, **Dex** 14, **Con** 20, **Int** *, **Wis** 14, **Cha** 6	**Str** 30, **Dex** 12, **Con** 24, **Int** *, **Wis** 14, **Cha** 6
Core Attack	**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)	**Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 23 (35 vs. trip)	**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 30 (42 vs. trip)	**Base Atk** +13; **CMB** +25 (+29 grapple); **CMD** 36 (48 vs. trip)
Feats	-	-	-	-

	Low	Moderate	Advanced	Elite
Skills	Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Fly -2, Intimidate -4, Perception +4, Perform (Untrained) -4, Swim +4	Bluff -4, Climb +9, Diplomacy -4, Disguise -4, Fly -2, Intimidate -4, Perception +4, Perform (Untrained) -4, Swim +5	Acrobatics +2, Bluff -2, Climb +11, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim +7	Acrobatics +1, Bluff -2, Climb +14, Diplomacy -2, Disguise -2, Escape Artist +1, Fly -3, Heal +2, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +1, Sense Motive +2, Stealth -3, Survival +2, Swim +10
Languages	None			
Special Qualities	Darkvision, Tremorsense, Vermin Traits			
Treasure	-	-	-	-

Special Abilities

Constrict (Ex) You can crush an opponent, dealing 2d6+4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Sting-injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Schir (Demon)

CR 4; **XP** 1,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 7; **XP** 4,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Schir; CE Medium outsider (chaotic, demon, evil, extraplanar)		Male or Female Schir (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male or Female Schir (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 5	Outsider 9	Outsider 13	Outsider 17
Initiative	+6	+6	+8	+7
Senses	**Perception** +13; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +23; **Darkvision** 60 ft.	**Perception** +27; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +7 natural, +1 dodge)	**AC** 20, **touch** 13, **ff** 17 (+2 Dex, +7 natural, +1 dodge)	**AC** 26, **touch** 15, **ff** 21 (+4 Dex, +11 natural, +1 dodge)	**AC** 27, **touch** 13, **ff** 23 (-1 size, +3 Dex, +14 natural, +1 dodge)

	Low	Moderate	Advanced	Elite
hp / HD	**34** (5d10)+10	**71** (9d10)+18	**139** (13d10)+52	**206** (17d10)+102
Saves	**Fort** +6, **Ref** +3, **Will** +1	**Fort** +8, **Ref** +5, **Will** +3	**Fort** +12, **Ref** +8, **Will** +7	**Fort** +16, **Ref** +8, **Will** +9
Defensive Abilities	**DR** 5/cold iron or good; **Immune** Disease, Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 15			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** masterwork halberd +9 (2H: 1d10+4/x3) or **Melee** gore +8 (1d6+3)	**Melee** *+1 halberd* +14/+9 (2H: 1d10+7/x3) or **Melee** gore +13 (1d8+4)	**Melee** *+2 halberd* +21/+16/+11 (2H: 1d10+11/x3) or **Melee** gore +19 (1d8+6)	**Melee** *+3 halberd* (large) +29/+24/+19/+14 (2H: 2d8+16/x3) or **Melee** gore +26 (2d6+9)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Prepared Spells	**Innate Spell-Like Abilities:** **Constant** – *see invisibility, tongues* **3x/Day** – *arcane lock, expeditious retreat, protection from good* **1x/Day** – *summon monster II (1d4 schirs 20%)*			
Statistics				
Ability Scores	**Str** 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6	**Str** 18, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6	**Str** 23, **Dex** 18, **Con** 19, **Int** 12, **Wis** 9, **Cha** 10	**Str** 28, **Dex** 16, **Con** 23, **Int** 12, **Wis** 9, **Cha** 10
Core Attack	**Base Atk** +5; **CMB** +8; **CMD** 21	**Base Atk** +9; **CMB** +13; **CMD** 26	**Base Atk** +13; **CMB** +19; **CMD** 34	**Base Atk** +17; **CMB** +27; **CMD** 41
Feats	Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Dodge, Improved Initiative, Improved Natural Attack (Gore), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Gore), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Gore), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)
Skills	Acrobatics +10, Appraise -1, Bluff -2, Climb +3, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +2, Heal -3, Intimidate +6, Perception +13, Perform (Untrained) -2, Ride +2, Sense Motive +5, Stealth +10, Survival -3, Swim +3	Acrobatics +14, Appraise -1, Bluff -2, Climb +4, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +2, Heal -3, Intimidate +10, Perception +17, Perform (Untrained) -2, Ride +2, Sense Motive +9, Stealth +14, Survival -3, Swim +4	Acrobatics +20, Appraise +1, Bluff +16, Climb +22, Craft (Untrained) +1, Escape Artist +4, Fly +4, Heal -1, Intimidate +16, Perception +23, Ride +4, Sense Motive +15, Stealth +20, Survival -1, Swim +6	Acrobatics +23, Appraise +1, Bluff +20, Climb +29, Craft (Untrained) +1, Escape Artist +3, Fly +1, Heal -1, Intimidate +20, Perception +27, Ride +3, Sense Motive +19, Stealth +19, Survival -1, Swim +9
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.			
Treasure	masterwork halberd	*+1 halberd*	*+2 halberd*	*+3 halberd*

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Ex) A schir gnaws constantly at the ends of its halberd.

This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox-a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based. Gray Pox: Halberd-injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Spell-Like Abilities (Sp) (CL 6th; concentration +4) Constant-see invisibility, tongues 3/day-arcane lock, expeditious retreat, protection from good 1/day-summon (level 2, 1d3 schirs 20%)

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Gore) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Gore, Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scorpitaur

CR 4; **XP** 1,200

Description

A monstrosity by any measure, the **Scorpitaur** is half-centaur, half-giant scorpion.

Appearance

This monster looks like a centaur whose tail wraps around above it in the form of a giant scorpion's stinger.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 15; **XP** 51,200
Sex / Race	Male or Female Scorpitaur; TN Large monstrous humanoid		Male or Female Scorpitaur (Advanced); TN Large monstrous humanoid	Male or Female Scorpitaur (Advanced, Giant); TN Huge monstrous humanoid
Class	Monstrous Humanoid 4	Monstrous Humanoid 8	Monstrous Humanoid 12	Monstrous Humanoid 16
Initiative	**+6**	**+6**	**+8**	**+7**
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +13; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.	**Perception** +23; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 20, **touch** 11, **ff** 16 (-1 size, +2 Dex, +1 natural, +6 breastplate, +2 heavy steel shield)	**AC** 23, **touch** 11, **ff** 21 (-1 size, +2 Dex, +3 natural, +7 *agile breastplate* +1, +2 heavy steel shield)	**AC** 30, **touch** 12, **ff** 27 (-1 size, +3 Dex, +6 natural, +8 *agile breastplate* +2, +4 *heavy steel shield* +2)	**AC** 38, **touch** 11, **ff** 35 (-2 size, +3 Dex, +11 natural, +10 *agile breastplate* +4, +6 *heavy steel shield* +4)

	Low	Moderate	Advanced	Elite
hp / HD	**42** (4d10)+8	**69** (8d10)+16	**118** (12d10)+48	**190** (16d10)+96
Saves	**Fort** +3, **Ref** +6, **Will** +6	**Fort** +4, **Ref** +8, **Will** +8	**Fort** +8, **Ref** +12, **Will** +12	**Fort** +11, **Ref** +13, **Will** +14
Offense				
Movement	**Speed** 35 ft.			
Attacks	**Melee** longsword +5 (1d8+2/19-20) or **Melee** heavy steel shield +5 (1d6+2) or **Melee** spear +5 (2H: 1d8+3/x3) or **Ranged** spear (thrown) +5 (1d8+2/x3) or **Melee** hoof +0/+0 (1d6+1) or **Melee** sting +6 (1d6+4)	**Melee** masterwork longsword (large) +13/+8 (2d6+3/19-20) or **Melee** masterwork heavy steel shield (large) +10 (1d6+1) or **Melee** hoof +5/+5 (1d6+1) or **Melee** spear +10/+5 (2H: 1d8+4/x3) or **Ranged** spear (thrown) +9/+4 (1d8+3/x3) or **Melee** sting +11 (1d6+5)	**Melee** *+2 corrosive longsword* +20/+15/+10 (2d6+7/19-20) or **Melee** *+2 heavy steel shield* (large) +16 (1d6+2) or **Melee** hoof +11/+11 (1d6+2) or **Melee** spear +16/+11/+6 (2H: 1d8+7/x3) or **Ranged** spear (thrown) +15/+10/+5 (1d8+5/x3) or **Melee** sting +16 (1d6+7)	**Melee** *+3 corrosive burst longsword* +27/+22/+17/+12 (3d6+11/19-20) or **Melee** *+4 heavy steel shield* (huge) +22 (1d8+4) or **Melee** hoof +17/+17 (1d8+4) or **Melee** spear +20/+15/+10/+5 (1d8+8/x3) or **Ranged** spear (thrown) +15/+10/+5/+0 (1d8+8/x3) or **Melee** sting +21 (1d8+10)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 10 ft.
Special Attacks	Poison (DC 17)	Poison (DC 20)	Poison (DC 24)	Poison (DC 28)
Statistics				
Ability Scores	**Str** 15, **Dex** 14, **Con** 15,**Int** 11, **Wis** 14, **Cha** 12	**Str** 16, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12	**Str** 21, **Dex** 18, **Con** 19, **Int** 15, **Wis** 18, **Cha** 16	**Str** 26, **Dex** 16, **Con** 23, **Int** 15, **Wis** 18, **Cha** 16
Core Attack	**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)	**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)	**Base Atk** +12; **CMB** +18; **CMD** 32 (36 vs. trip)	**Base Atk** +16; **CMB** +26; **CMD** 39 (43 vs. trip)
Feats	Improved Initiative, Run	Improved Initiative, Improved Natural Armor (2x), Run	Critical Focus, Improved Initiative, Improved Natural Armor (3x), Run	Critical Focus, Improved Initiative, Improved Natural Armor (5x), Run
Skills	Acrobatics -2, Bluff +1, Climb -2, Diplomacy +5, Disguise +1, Escape Artist -2, Fly -4, Heal +2, Intimidate +6, Knowledge (Nature) +4, Perception +7, Perform (Untrained) +1, Ride -2, Sense Motive +2, Stealth -6, Survival +9, Swim -2	Acrobatics -2, Bluff +1, Climb +2, Diplomacy +5, Disguise +1, Escape Artist -2, Fly -4, Heal +2, Intimidate +12, Knowledge (Nature) +4, Perception +13, Perform (Untrained) +1, Ride -2, Sense Motive +2, Stealth -6, Survival +13, Swim -1	Appraise +2, Bluff +3, Climb +12, Craft (Untrained) +2, Diplomacy +8, Disguise +3, Fly +8, Heal +4, Intimidate +18, Knowledge (Nature) +6, Perception +19, Perform (Untrained) +3, Sense Motive +4, Stealth +7, Survival +19, Swim +11	Acrobatics -1, Appraise +2, Bluff +3, Climb +19, Craft (Untrained) +2, Diplomacy +8, Disguise +3, Escape Artist -1, Fly +5, Heal +4, Intimidate +22, Knowledge (Nature) +6, Perception +23, Perform (Untrained) +3, Ride -1, Sense Motive +4, Stealth +6, Survival +23, Swim +18
Languages	Common, Elven, Sylvan			
Special Qualities	Darkvision, Monstrous Humanoid Traits, Undersized Weapons			

	Low	Moderate	Advanced	Elite
Treasure	breastplate (large); longsword; heavy steel shield (large); spear	masterwork longsword; masterwork heavy steel shield (large); *+1 agile breastplate* (large); spear	*+2 corrosive longsword*; *+2 heavy steel shield* (large); *+2 agile breastplate* (large); spear	*+3 corrosive burst longsword*; *+4 heavy steel shield* (huge); *+4 agile breastplate* (huge); spear

Special Abilities

Poison (Ex) Sting-injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shadow

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 6; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Shadow; CE Medium undead (incorporeal)		Male or Female Shadow (Advanced); CE Medium undead (incorporeal)	Male or Female Shadow (Advanced, Giant); CE Large undead (incorporeal)
Class	Undead 3	Undead 7	Undead 11	Undead 15
Initiative	+2	+6	+9	+8
Senses	**Perception** +8; **Darkvision** 60 ft.	**Perception** +10; **Darkvision** 60 ft.	**Perception** +26; **Darkvision** 60 ft.	**Perception** +31; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 15, **touch** 15, **ff** 12 (+2 Dex, +1 dodge, +2 deflection)	**AC** 15, **touch** 15, **ff** 12 (+2 Dex, +1 dodge, +2 deflection)	**AC** 22, **touch** 20, **ff** 16 (+5 Dex, +1 dodge, +4 deflection)	**AC** 23, **touch** 18, **ff** 18 (-1 size, +4 Dex, +5 natural, +1 dodge, +4 deflection)
hp / HD	**23** (3d8)+6	**44** (7d8)+14	**98** (11d8)+44	**131** (15d8)+60
Saves	**Fort** +3, **Ref** +3, **Will** +4	**Fort** +4, **Ref** +4, **Will** +6	**Fort** +7, **Ref** +8, **Will** +10	**Fort** +9, **Ref** +9, **Will** +12
Defensive Abilities	Channel Resistance +2; Incorporeal; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed Fly** 40 ft. (Good)			
Attacks	**Melee** incorporeal touch +4 (1d6)	**Melee** incorporeal touch +7 (1d6)	**Melee** incorporeal touch +13 (1d8)	**Melee** incorporeal touch +15 (2d6)

	Low	Moderate	Advanced	Elite
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Statistics				
Ability Scores	**Str** *, **Dex** 14, **Con** *, **Int** 6, **Wis** 12, **Cha** 15	**Str** *, **Dex** 15, **Con** *, **Int** 6, **Wis** 12, **Cha** 15	**Str** *, **Dex** 20, **Con** *, **Int** 10, **Wis** 16, **Cha** 19	**Str** *, **Dex** 19, **Con** *, **Int** 10, **Wis** 16, **Cha** 19
Core Attack	**Base Atk** +2; **CMB** +4; **CMD** 17	**Base Atk** +5; **CMB** +7; **CMD** 20	**Base Atk** +8; **CMB** +13; **CMD** 28	**Base Atk** +11; **CMB** +16; **CMD** 31
Feats	Dodge, Skill Focus (Perception)	Dodge, Improved Initiative, Skill Focus (Perception), Stealthy	Alertness, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy	Alertness, Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy, Weapon Focus (Incorporeal Touch)
Skills	Acrobatics +2, Appraise -2, Bluff +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +11, Heal +1, Intimidate +2, Perception +8, Perform (Untrained) +2, Ride +2, Sense Motive +1, Stealth +8, Survival +1	Acrobatics +2, Appraise -2, Bluff +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +13, Heal +1, Intimidate +7, Perception +10, Perform (Untrained) +2, Ride +2, Sense Motive +1, Stealth +12, Survival +1	Acrobatics +5, Bluff +4, Diplomacy +4, Disguise +10, Escape Artist +7, Fly +22, Heal +3, Intimidate +17, Perception +26, Perform (Untrained) +4, Ride +5, Sense Motive +5, Stealth +19, Survival +3	Acrobatics +4, Bluff +4, Diplomacy +4, Disguise +10, Escape Artist +6, Fly +24, Heal +3, Intimidate +17, Perception +31, Perform (Untrained) +4, Ride +4, Sense Motive +5, Stealth +22, Survival +3
Languages	None			
Special Qualities	Darkvision, Incorporeal Traits, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Incorporeal Touch) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Incorporeal Touch) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Shadow Demon

CR 7; **XP** 3,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 7; **XP** 3,200	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600	**CR** 17; **XP** 102,400
Sex / Race	Male or Female Shadow; CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)		Male or Female Shadow (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)	Male or Female Shadow (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar, incorporeal)
Class	Outsider 7	Outsider 11	Outsider 15	Outsider 19
Initiative	**+8**	**+8**	**+11**	**+10**
Senses	**Perception** +20; **Darkvision** 60 ft.	**Perception** +24; **Darkvision** 60 ft.	**Perception** +30; **Darkvision** 60 ft.	**Perception** +34; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 18, **touch** 18, **ff** 14 (+4 Dex, +4 deflection)	**AC** 18, **touch** 18, **ff** 14 (+4 Dex, +4 deflection)	**AC** 27, **touch** 24, **ff** 19 (+7 Dex, +3 natural, +1 dodge, +6 deflection)	**AC** 28, **touch** 22, **ff** 21 (-1 size, +6 Dex, +6 natural, +1 dodge, +6 deflection)
hp / HD	**63** (7d10)+21	**82** (11d10)+33	**148** (15d10)+75	**228** (19d10)+133
Saves	**Fort** +5, **Ref** +11, **Will** +7	**Fort** +6, **Ref** +13, **Will** +9	**Fort** +10, **Ref** +18, **Will** +13	**Fort** +13, **Ref** +19, **Will** +15
Defensive Abilities	Incorporeal; **DR** 10/cold iron or good; **Immune** Cold, Electricity, Poison; **Resistances** Acid 10, Fire 10; **Spell Resistance** 17; **Weakness** Sunlight Powerlessness			
Offense				
Movement	**Speed Fly** 40 ft. (Perfect); Sprint			
Attacks	**Melee** bite +11 (1d8) or **Melee** claw +11/+11 (1d6)	**Melee** bite +15 (2d6) or **Melee** claw +15/+15 (1d8)	**Melee** bite +22 (2d6) or **Melee** claw +22/+22 (1d8)	**Melee** bite +25 (3d6) or **Melee** claw +25/+25 (2d6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Cold (+1d6 Cold damage/bite or claw); Pounce; Shadow Blend			
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, fear* (DC 18), *greater teleport* (self plus 50 lbs. of objects only **1x/Day** – *magic jar* (DC 19), *summon monster III* (1 shadow demon 50%) **3x/Day** – *shadow conjuration* (DC 18), *shadow evocation* (DC 19)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, fear* (DC 18), *greater teleport* (self plus 50 lbs. of objects only **1x/Day** – *magic jar* (DC 19), *summon monster III* (1 shadow demon 50%) **3x/Day** – *shadow conjuration* (DC 18), *shadow evocation* (DC 19)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, fear* (DC 20), *greater teleport* (self plus 50 lbs. of objects only **1x/Day** – *magic jar* (DC 21), *summon monster III* (1 shadow demon 50%) **3x/Day** – *shadow conjuration* (DC 20), *shadow evocation* (DC 21)	**Innate Spell-Like Abilities:** **At Will** – *deeper darkness, telekinesis, fear* (DC 20), *greater teleport* (self plus 50 lbs. of objects only **1x/Day** – *magic jar* (DC 21), *summon monster III* (1 shadow demon 50%) **3x/Day** – *shadow conjuration* (DC 20), *shadow evocation* (DC 21)
Statistics				

	Low	Moderate	Advanced	Elite
Ability Scores	**Str** *, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19	**Str** *, **Dex** 19, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19	**Str** *, **Dex** 24, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23	**Str** *, **Dex** 23, **Con** 25, **Int** 18, **Wis** 18, **Cha** 23
Core Attack	**Base Atk** +7; **CMB** +11; **CMD** 25	**Base Atk** +11; **CMB** +15; **CMD** 29	**Base Atk** +15; **CMB** +22; **CMD** 39	**Base Atk** +19; **CMB** +26; **CMD** 43
Feats	Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Focus (Bite, Claw)
Skills	Acrobatics +14, Appraise +2, Bluff +14, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +4, Fly +22, Heal +2, Intimidate +6, Knowledge (Local) +11, Knowledge (Planes) +11, Perception +20, Perform (Untrained) +4, Ride +4, Sense Motive +12, Stealth +14, Survival +2	Acrobatics +18, Appraise +2, Bluff +18, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +4, Fly +26, Heal +2, Intimidate +14, Knowledge (Local) +11, Knowledge (Planes) +11, Perception +24, Perform (Untrained) +4, Ride +4, Sense Motive +16, Stealth +18, Survival +2	Acrobatics +25, Appraise +4, Bluff +24, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +7, Fly +33, Heal +4, Intimidate +21, Knowledge (Local) +22, Knowledge (Planes) +22, Perception +30, Perform (Untrained) +6, Ride +7, Sense Motive +22, Stealth +25, Survival +4	Acrobatics +28, Appraise +4, Bluff +28, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +6, Fly +34, Heal +4, Intimidate +25, Knowledge (Local) +26, Knowledge (Planes) +26, Perception +34, Perform (Untrained) +6, Ride +6, Sense Motive +26, Stealth +24, Survival +4
Languages	Common, Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Incorporeal Traits, Outsider Traits, Sprint, Sunlight Powerlessness, Telepathy 100 ft.			
Treasure	-	-	-	-

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Cold A Shadow Demon's bite and claw attacks deal an additional 1d6 cold damage on a successfull hit.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pounce (Ex) When you make a charge, you can make a full attack (including rake attacks if you also have the rake ability).

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam

or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Feats

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Shadow Mastiff

CR 5; **XP** 1,600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 5; **XP** 1,600	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Shadow Mastiff; NE Medium outsider (evil, extraplanar)		Male or Female Shadow Mastiff (Advanced); NE Medium outsider (evil, extraplanar)	Male or Female Shadow Mastiff (Advanced, Giant); NE Large outsider (evil, extraplanar)
Class	Outsider 6	Outsider 10	Outsider 14	Outsider 18
Initiative	+2	+2	+4	+3
Senses	**Perception** +10; **Darkvision** 60 ft.	**Perception** +14; **Darkvision** 60 ft.	**Perception** +20; **Darkvision** 60 ft.	**Perception** +24; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 19, **touch** 13, **ff** 16 (+2 Dex, +6 natural, +1 dodge)	**AC** 19, **touch** 13, **ff** 16 (+2 Dex, +6 natural, +1 dodge)	**AC** 25, **touch** 15, **ff** 20 (+4 Dex, +10 natural, +1 dodge)	**AC** 28, **touch** 13, **ff** 24 (-1 size, +3 Dex, +15 natural, +1 dodge)
hp / HD	**42** (6d10)+18	**74** (10d10)+30	**135** (14d10)+70	**221** (18d10)+126
Saves	**Fort** +8, **Ref** +7, **Will** +3	**Fort** +10, **Ref** +9, **Will** +4	**Fort** +14, **Ref** +13, **Will** +7	**Fort** +18, **Ref** +14, **Will** +9
Offense				
Movement	**Speed** 50 ft.			
Attacks	**Melee** bite +10 (1d8+4) or **Melee** tail slap +10 (1d6+4)	**Melee** bite +15 (2d6+5) or **Melee** tail slap +15 (1d8+5)	**Melee** bite +21 (2d6+7) or **Melee** tail slap +21 (1d8+7)	**Melee** bite +27 (3d6+10) or **Melee** tail slap +27 (2d6+10)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Trip			
Statistics				
Ability Scores	**Str** 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13	**Str** 20, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13	**Str** 25, **Dex** 19, **Con** 21, **Int** 8, **Wis** 16, **Cha** 17	**Str** 30, **Dex** 17, **Con** 25, **Int** 8, **Wis** 16, **Cha** 17

	Low	Moderate	Advanced	Elite
Core Attack	**Base Atk** +6; **CMB** +10; **CMD** 23	**Base Atk** +10; **CMB** +15; **CMD** 28	**Base Atk** +14; **CMB** +21; **CMD** 36	**Base Atk** +18; **CMB** +29; **CMD** 43
Feats	Combat Reflexes, Dodge, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Armor (2x), Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Armor (4x), Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency
Skills	Acrobatics +2, Appraise -3, Bluff +9, Climb +4, Craft (Untrained) -3, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +10, Perform (Untrained) +1, Ride +2, Sense Motive +5, Stealth +11, Survival +1, Swim +4	Acrobatics +2, Appraise -3, Bluff +13, Climb +5, Craft (Untrained) -3, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +14, Perform (Untrained) +1, Ride +2, Sense Motive +5, Stealth +15, Survival +1, Swim +5	Acrobatics +4, Appraise -1, Bluff +20, Climb +7, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist +4, Fly +4, Heal +3, Intimidate +3, Perception +20, Perform (Untrained) +3, Ride +4, Sense Motive +20, Stealth +21, Survival +3, Swim +7	Acrobatics +3, Appraise -1, Bluff +24, Climb +10, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist +3, Fly +1, Heal +3, Intimidate +3, Perception +24, Perform (Untrained) +3, Ride +3, Sense Motive +24, Stealth +20, Survival +3, Swim +10
Languages	Common (cannot speak)			
Special Qualities	Aligned (Evil), Bay, Darkvision, Outsider Traits, Shadow Blend			
Treasure	-	-	-	-

Special Abilities

Aligned (Evil) Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving damage reduction.

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Trip (Ex) You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Tail Slap) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skelebat Swarm

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Bat Swarm (Skeleton); NE Diminutive undead (swarm, mindless)		Male or Female Bat Swarm (Skeleton, Advanced); NE Diminutive undead (swarm, mindless)	Male or Female Bat Swarm (Skeleton, Advanced, Giant); NE Tiny undead (swarm, mindless)
Class	Animal 3 / Undead 1	Animal 6 / Undead 2	Animal 9 / Undead 3	Animal 12 / Undead 4
Initiative	**+8**	**+8**	**+11**	**+10**
Senses	**Perception** +11; **Blindsense** 20 ft.; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +14; **Blindsense** 20 ft.; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +19; **Blindsense** 20 ft.; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +29; **Blindsense** 20 ft.; **Darkvision** 60 ft.; **Low-Light Vision**
Defense				
Armor Class	**AC** 18, **touch** 18, **ff** 14 (+4 size, +4 Dex)	**AC** 18, **touch** 18, **ff** 14 (+4 size, +4 Dex)	**AC** 23, **touch** 21, **ff** 16 (+4 size, +7 Dex, +2 natural)	**AC** 23, **touch** 18, **ff** 17 (+2 size, +6 Dex, +5 natural)
hp / HD	**16** (3d8)+(1d8)	**37** (6d8)+(2d8)	**40** (9d8)+(3d8)	**88** (12d8)+(4d8)
Saves	**Fort** +3, **Ref** +9, **Will** +5	**Fort** +5, **Ref** +11, **Will** +7	**Fort** +7, **Ref** +16, **Will** +10	**Fort** +9, **Ref** +17, **Will** +14
Defensive Abilities	**DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage			
Offense				
Movement	**Speed** 5 ft.; **Fly** 40 ft. (Good)			
Attacks	**Melee** swarm (1d6)	**Melee** swarm (1d8)	**Melee** swarm (1d8)	**Melee** swarm (1d8)
Space / Reach	**Space** 1 ft.; **Reach** 0 ft.			**Space** 2.5 ft.; **Reach** 0 ft.
Special Attacks	Distraction (DC 12), Wounding	Distraction (DC 14), Wounding	Distraction (DC 16), Wounding	Distraction (DC 18), Wounding
Statistics				
Ability Scores	**Str** 3, **Dex** 18, **Con** *, **Int** *, **Wis** 14, **Cha** 10	**Str** 3, **Dex** 19, **Con** *, **Int** *, **Wis** 14, **Cha** 10	**Str** 7, **Dex** 25, **Con** *, **Int** *, **Wis** 18, **Cha** 10	**Str** 12, **Dex** 22, **Con** *, **Int** *, **Wis** 18, **Cha** 10
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 8 (can't be tripped)	**Base Atk** +5; **CMB** +5; **CMD** 11 (can't be tripped)	**Base Atk** +8; **CMB** +11; **CMD** 19 (can't be tripped)	**Base Atk** +12; **CMB** +16; **CMD** 27 (can't be tripped)
Feats	Improved Initiative, Lightning Reflexes, Skill Focus (Perception)	Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception)	Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception), Stealthy	Alertness, Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy
Skills	Acrobatics +4, Climb +4, Escape Artist +4, Fly +14, Heal +2, Perception +11, Ride +4, Sense Motive +2, Stealth +22, Survival +2, Swim -4	Acrobatics +4, Climb +4, Escape Artist +4, Fly +14, Heal +2, Perception +14, Ride +4, Sense Motive +2, Stealth +25, Survival +2, Swim -4	Acrobatics +7, Climb +7, Escape Artist +9, Fly +17, Heal +4, Perception +19, Ride +7, Sense Motive +4, Stealth +33, Survival +4, Swim -2	Acrobatics +6, Climb +6, Escape Artist +8, Fly +14, Heal +4, Perception +29, Ride +6, Sense Motive +6, Stealth +33, Survival +4, Swim +1

	Low	Moderate	Advanced	Elite
Languages	None			
Special Qualities	Animal Traits, Blindsense, Can't Be Tripped, Darkvision, Low-Light Vision, Swarm Traits, Undead Traits			
Treasure	-	-	-	-

Special Abilities

Animal Traits (Ex) Animals breathe, eat, and sleep.

Blindsense (Ex) Range 20 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 18) negates the effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Swarm Traits (Ex) A swarm is not subject to critical hits or flanking, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. Swarms are never staggered or reduced to a dying state by damage. A swarm is immune to any spell or effect that targets a specific number of creatures, with the exception of mindaffecting effects. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A swarm takes half damage from slashing and piercing weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Skeletaur

CR 4; **XP** 1,200

Description

Necromancy can be applied to a grand variety of once-living creatures, bringing new horrors to a dwindled form of un-life.

Appearance

This creature is essentially the animated, undead skeleton of a centaur, given dread life through some arcane process.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 11; **XP** 12,800	**CR** 15; **XP** 51,200
Sex / Race	Male Minotaur (Skeleton); NE Large undead (mindless)		Male Minotaur (Skeleton, Advanced); NE Large undead (mindless)	Male Minotaur (Skeleton, Advanced, Giant); NE Huge undead (mindless)
Class	Monstrous Humanoid 6 / Undead 1	Monstrous Humanoid 10 / Undead 2	Monstrous Humanoid 13 / Undead 3	Monstrous Humanoid 16 / Undead 4
Initiative	+5	+5	+7	+6
Senses	**Perception** +10; **Darkvision** 60 ft.	**Perception** +16; **Darkvision** 60 ft.	**Perception** +22; **Darkvision** 60 ft.	**Perception** +25; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 21, **touch** 10, **ff** 20 (-1 size, +1 Dex, +7 natural, +4 chain shirt)	**AC** 23, **touch** 10, **ff** 22 (-1 size, +1 Dex, +7 natural, +6 agile breastplate)	**AC** 27, **touch** 9, **ff** 27 (-1 size, +9 natural, +9 *half-plate armor +1*)	**AC** 33, **touch** 9, **ff** 32 (-2 size, +13 natural, +11 *bolstering stoneplate armor +2*)
hp / HD	**34** (6d8)+(1d8)	**55** (10d8)+(2d8)	**75** (13d8)+(3d8)	**95** (16d8)+(4d8)
Saves	**Fort** +4, **Ref** +6, **Will** +7	**Fort** +5, **Ref** +8, **Will** +10	**Fort** +7, **Ref** +12, **Will** +13	**Fort** +8, **Ref** +13, **Will** +16
Defensive Abilities	Natural Cunning; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 30 ft.	**Speed** 20 ft.		
Attacks	**Melee** gore (primary) +9 (1d6+4) or **Melee** gore (with weapon attack) +4 (1d6+2) or **Melee** greataxe (large) +9/+4 (2H: 3d6+6/x3)	**Melee** masterwork greataxe (large) +16/+11/+6 (2H: 3d6+7/x3) or **Melee** gore (primary) +15 (1d6+5) or **Melee** gore (with weapon attack) +10 (1d6+2)	**Melee** *+1 flaming greataxe* (large) +23/+18/+13 (2H: 3d6+13/x3) or **Melee** gore (primary) +22 (1d6+8) or **Melee** gore (with weapon attack) +17 (1d8+4)	**Melee** *+3 flaming burst greataxe* (huge) +31/+26/+21/+16 (2H: 4d6+18/x3) or **Melee** gore (primary) +27 (1d8+10) or **Melee** gore (with weapon attack) +22 (2d6+5)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 15 ft.
Special Attacks	Powerful Charge (2d6+6)	Powerful Charge (2d6+7)	Powerful Charge (2d6+12)	Powerful Charge (2d6+15)
Statistics				
Ability Scores	**Str** 19, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 21, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 26, **Dex** 16, **Con** *, **Int** *, **Wis** 14, **Cha** 10	**Str** 31, **Dex** 14, **Con** *, **Int** *, **Wis** 14, **Cha** 10
Core Attack	**Base Atk** +6; **CMB** +11 (+13 vs. bullrush); **CMD** 22 (24 vs. bullrush)	**Base Atk** +11; **CMB** +17 (+19 vs. bullrush); **CMD** 28 (30 vs. bullrush)	**Base Atk** +15; **CMB** +24 (+26 vs. bullrush); **CMD** 37 (39 vs. bullrush)	**Base Atk** +19; **CMB** +31 (+33 vs. bullrush); **CMD** 43 (45 vs. bullrush)

	Low	Moderate	Advanced	Elite
Feats	Armor Proficiency, Light, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack	Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore (with weapon attack)), Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore (with weapon attack)), Power Attack, Weapon Focus (Greataxe)
Skills	Acrobatics -1, Climb +8, Escape Artist -1, Fly -3, Intimidate +9, Perception +10, Ride -1, Stealth +1, Survival +13, Swim +8	Acrobatics -3, Climb +10, Escape Artist -3, Fly -5, Intimidate +13, Perception +16, Ride -3, Stealth +6, Survival +12, Swim +7	Acrobatics -3, Climb +8, Escape Artist -3, Fly -5, Heal +2, Intimidate +16, Perception +22, Ride -3, Sense Motive +2, Stealth +9, Survival +15, Swim +9	Acrobatics -3, Climb +14, Escape Artist -3, Fly -7, Heal +2, Intimidate +19, Perception +25, Ride -3, Sense Motive +2, Stealth +6, Survival +13, Swim +16
Languages	Common			
Special Qualities	Darkvision, Monstrous Humanoid Traits, Undead Traits			
Treasure	chain shirt (large); greataxe (large)	agile breastplate (large); masterwork greataxe (large)	*+1 half-plate armor* (large); *+1 flaming greataxe* (large)	*+2 bolstering stoneplate armor* (huge); *+3 flaming burst greataxe* (huge)

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

Natural Cunning (Ex) You possess an innate cunning and logical ability granting an immunity to maze spells and prevents you from ever becoming lost. You are never caught flat-footed.

Powerful Charge (Ex) When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Gore (with weapon attack)) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Skeleton Rogue

CR 1; **XP** 400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Female Human (Skeleton); NE Medium undead Male or (human, mindless)			
Class	Rogue 2 / Undead 1	Rogue 6 / Undead 1	Rogue 10 / Undead 1	Rogue 14 / Undead 1
Initiative	+7	+7	+8	+8
Senses	**Perception** +6; **Darkvision** 60 ft.	**Perception** +10; **Darkvision** 60 ft.	**Perception** +14; **Darkvision** 60 ft.	**Perception** +18; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 19, **touch** 14, **ff** 15 (+3 Dex, +2 natural, +1 Dodge, +3 studded leather armor)	**AC** 19, **touch** 14, **ff** 15 (+3 Dex, +2 natural, +1 Dodge, +3 masterwork studded leather armor)	**AC** 22, **touch** 15, **ff** 22 (+4 Dex, +2 natural, +1 Dodge, +5 *studded leather armor* +2)	**AC** 24, **touch** 15, **ff** 24 (+4 Dex, +2 natural, +1 Dodge, +7 *spiked studded leather armor* +3); Two-Weapon Defense
hp / HD	**20** (1d8)+(2d8)+2	**44** (1d8)+(6d8)+6	**61** (1d8)+(10d8)+10	**78** (1d8)+(14d8)+14
Saves	**Fort** +0, **Ref** +6, **Will** +2	**Fort** +2, **Ref** +8, **Will** +4; +2 Reflex to avoid traps	**Fort** +3, **Ref** +11, **Will** +5; +3 Reflex to avoid traps	**Fort** +4, **Ref** +13, **Will** +6; +4 Reflex to avoid traps
Defensive Abilities	Evasion; **DR** 5/ bludgeoning; **Immune** to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Uncanny Dodge; Trap Sense +2; **DR** 5/bludgeoning; **Immune** to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Improved Uncanny Dodge; Trap Sense +3; **DR** 5/ bludgeoning; **Immune** to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Improved Uncanny Dodge; Trap Sense +4; **DR** 5/ bludgeoning; **Immune** to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** shortsword +4 (1d6+2/19-20) or **Melee** dagger +3 (1d4+1/19-20) or **Ranged** dagger (thrown) +4 (1d4+2/19-20) or **Ranged** javelin +4 (1d6+2)	**Melee** dagger +6 (1d4+1/19-20) or **Ranged** dagger (thrown) +7 (1d4+2/19-20) or **Melee** masterwork shortsword +8 (1d6+2/19-20) or **Ranged** javelin +7 (1d6+2)	**Melee** dagger +9/+4 (1d4+2/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+2/19-20) or **Melee** +2 *shortsword* +12/+7 (1d6+4/19-20) or **Ranged** javelin +11/+6 (1d6+2)	**Melee** dagger +12/+7 (1d4+2/19-20) or **Ranged** dagger (thrown) +14/+9 (1d4+2/19-20) or **Melee** +3 *anarchic shortsword* +16/+11 (1d6+5/19-20) or **Ranged** +2 *javelin* +16/+11 (1d6+4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Knock-Out Blow, Sneak Attack 5d6	Knock-Out Blow, Sneak Attack 7d6
Statistics				
Ability Scores	**Str** 14, **Dex** 16, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 14, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 14, **Dex** 18, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 15, **Dex** 18, **Con** *, **Int** *, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +1; **CMB** +3; **CMD** 17	**Base Atk** +4; **CMB** +7; **CMD** 20	**Base Atk** +7; **CMB** +11; **CMD** 24	**Base Atk** +10; **CMB** +14; **CMD** 27

	Low	Moderate	Advanced	Elite
Feats	Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))	Agile Maneuvers, Dodge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (Sword (Short))	Agile Maneuvers, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Sword (Short))	Agile Maneuvers, Critical Focus, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Sword (Short))
Skills	Acrobatics +2, Climb +7, Disable Device +9, Disguise +6, Escape Artist +2, Fly +2, Intimidate +6, Perception +6, Ride +2, Sense Motive +6, Stealth +2, Swim +5	Acrobatics +3, Climb +12, Disable Device +16, Disguise +10, Escape Artist +3, Fly +3, Intimidate +10, Perception +10, Ride +3, Sense Motive +10, Stealth +13, Swim +11	Acrobatics +4, Climb +16, Disable Device +23, Disguise +14, Escape Artist +10, Fly +4, Intimidate +14, Perception +14, Ride +4, Sense Motive +14, Stealth +18, Swim +16	Acrobatics +4, Climb +20, Disable Device +29, Disguise +18, Escape Artist +14, Fly +4, Intimidate +18, Perception +18, Ride +4, Sense Motive +18, Stealth +22, Swim +20
Languages	Common			
Special Qualities	Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits	Bonus Feat, Camouflage, Darkvision, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits	Another Day, Bonus Feat, Camouflage, Darkvision, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits	Another Day, Bonus Feat, Camouflage, Darkvision, Fast Stealth, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits
Treasure	studded leather armor; dagger (2x); shortsword; javelin (2x)	masterwork studded leather armor; dagger (2x); masterwork shortsword; javelin (2x)	*+2 studded leather armor*; dagger (2x); *+2 shortsword*; javelin (2x)	*+3 spiked studded leather armor*; dagger (2x); *+3 anarchic shortsword*; javelin (2x)

Special Abilities

Another Day (Ex) Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

Bonus Feat Humans select one extra feat at 1st level.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Stealth (Ex) This ability allows you to move at full speed using Stealth without penalty.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

Knock-Out Blow (Ex) Once per day, the rogue can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the rogue deals sneak attack damage), the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC is 17 [save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier].

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks

can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Skelettin

CR 6; **XP** 2,400

Description

Essentially an undead, skeletonized **Ettin**.

Appearance

This formidable monster is a giant-sized, two-headed brute.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 6; **XP** 2,400	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Ettin (Skeleton); NE Large undead (giant, mindless)		Male or Female Ettin (Skeleton, Advanced); NE Large undead (giant, mindless)	Male or Female Ettin (Skeleton, Advanced, Giant); NE Huge undead (giant, mindless)
Class	Humanoid 10 / Undead 1	Humanoid 12 / Undead 2	Humanoid 14 / Undead 3	Humanoid 16 / Undead 4
Initiative	**+4**	**+4**	**+6**	**+5**
Senses	**Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +23; **Darkvision** 60 ft.; **Low-Light Vision**	**Perception** +25; **Darkvision** 60 ft.; **Low-Light Vision**
Defense				
Armor Class	**AC** 21, **touch** 9, **ff** 21 (-1 size, +10 natural, +2 leather armor)	**AC** 25, **touch** 9, **ff** 25 (-1 size, +10 natural, +6 agile breastplate)	**AC** 30, **touch** 9, **ff** 30 (-1 size, +12 natural, +9 half-plate armor)	**AC** 36, **touch** 9, **ff** 35 (-2 size, +1 Dex, +16 natural, +11 *full-plate armor* +2)
hp / HD	**54** (10d8)+(1d8)	**65** (12d8)+(2d8)	**75** (14d8)+(3d8)	**86** (16d8)+(4d8)
Saves	**Fort** +7, **Ref** +3, **Will** +7	**Fort** +8, **Ref** +4, **Will** +9	**Fort** +10, **Ref** +7, **Will** +11	**Fort** +11, **Ref** +7, **Will** +13
Defensive Abilities	**DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 40 ft.	**Speed** 30 ft.	**Speed** 30 ft.	**Speed** 30 ft.
Attacks	**Melee** flail (large) +12/+7 (2d6+6) or **Ranged** javelin (large) +6/+1 (1d8+6)	**Melee** masterwork flail (large) +17/+12 (2d6+7) or **Ranged** javelin (large) +9/+4 (1d8+7)	**Melee** *+1 advancing flail* (large) +21/+16/+11 (2d6+10) or **Ranged** javelin (large) +13/+8/+3 (1d8+9)	**Melee** *+2 flaming burst flail* (huge) +28/+23/+18 (3d6+14) or **Ranged** *+1 javelin* (huge) +15 (2d6+13)
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			**Space** 15 ft.; **Reach** 15 ft.
Special Attacks	Superior Two-Weapon Fighting			
Statistics				
Ability Scores	**Str** 23, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 24, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 29, **Dex** 14, **Con** *, **Int** *, **Wis** 14, **Cha** 10	**Str** 34, **Dex** 12, **Con** *, **Int** *, **Wis** 14, **Cha** 10
Core Attack	**Base Atk** +7; **CMB** +14 (+16 overrun); **CMD** 24 (26 vs. overrun)	**Base Atk** +10; **CMB** +18 (+20 overrun); **CMD** 28 (30 vs. overrun)	**Base Atk** +12; **CMB** +22 (+24 overrun); **CMD** 34 (36 vs. overrun)	**Base Atk** +15; **CMB** +29 (+31 overrun); **CMD** 40 (42 vs. overrun)

	Low	Moderate	Advanced	Elite
Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Flail)
Skills	Climb +6, Fly -2, Handle Animal +8, Intimidate +8, Perception +17, Stealth -4, Swim +6	Acrobatics -4, Climb +6, Escape Artist -4, Fly -6, Handle Animal +10, Intimidate +10, Perception +17, Ride -4, Stealth -8, Swim +3	Acrobatics -4, Climb +3, Escape Artist -4, Fly -6, Handle Animal +8, Heal +2, Intimidate +12, Perception +23, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +3	Acrobatics -4, Climb +7, Escape Artist -4, Fly -8, Handle Animal +8, Heal +2, Intimidate +14, Perception +25, Ride -4, Sense Motive +2, Stealth -12, Survival +2, Swim +7
Languages	Goblin, Orc, Pidgin of Giant			
Special Qualities	Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits			
Treasure	flail (large); javelin (2x, large); leather armor (large)	masterwork flail (large); javelin (2x, large); agile breastplate (large)	*+1 advancing flail* (large); javelin (2x, large); *+1 half-plate armor* (large)	*+2 flaming burst flail* (huge); *+1 javelin* (2x, huge); *+2 full plate armor* (huge)

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Flail) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Skulk

CR 1; **XP** 400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 13; **XP** 25,600
Sex / Race	Male or Female Skulk; CE Medium humanoid (skulk)		Male or Female Skulk (Advanced); CE Medium humanoid (skulk)	Male or Female Skulk (Advanced, Giant); CE Large humanoid (skulk)
Class	Humanoid 3	Humanoid 5 / Rogue 2	Humanoid 7 / Rogue 4	Humanoid 9 / Rogue 6
Initiative	**+6**	**+8**	**+10**	**+10**
Senses	**Perception** +5; **Low-Light Vision**	**Perception** +12; **Low-Light Vision**	**Perception** +18; **Low-Light Vision**	**Perception** +22; **Low-Light Vision**
Defense				
Armor Class	**AC** 12, **touch** 12, **ff** 10 (+2 Dex)	**AC** 17, **touch** 15, **ff** 12 (+4 Dex, +1 dodge, +2 leather armor)	**AC** 21, **touch** 16, **ff** 21 (+5 Dex, +1 dodge, +2 natural, +3 studded leather armor)	**AC** 25, **touch** 15, **ff** 25 (-1 size, +5 Dex, +1 dodge, +5 natural, +5 *studded leather armor* +2)
hp / HD	**14** (3d8)+3	**44** (5d8)+(2d8)+16	**85** (7d8)+(4d8)+48	**153** (9d8)+(6d8)+96
Saves	**Fort** +2, **Ref** +5, **Will** +3	**Fort** +3, **Ref** +11, **Will** +3	**Fort** +7, **Ref** +15, **Will** +7; +1 Reflex to avoid traps	**Fort** +11, **Ref** +17, **Will** +9; +2 Reflex to avoid traps
Defensive Abilities	-	Evasion	Evasion; Trap Sense +1; Uncanny Dodge	Evasion; Trap Sense +2; Uncanny Dodge
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** dagger +2 (1d4/19-20) or **Ranged** dagger (thrown) +4 (1d4/19-20) or **Melee** shortsword +2 (1d6/19-20)	**Melee** masterwork shortsword +7 (1d6+2/19-20) or **Melee** masterwork dagger +7 (1d4+1/19-20) or **Ranged** masterwork dagger (thrown) +9 (1d4+2/19-20)	**Melee** *+1 frost shortsword* +14/+9 (1d6+6/19-20) or **Melee** *+3 shortsword* +16 (1d6+5/19-20) or **Melee** masterwork dagger +14/+9 (1d4+5/19-20) or **Ranged** masterwork dagger (thrown) +15/+10 (1d4+5/19-20) or **Melee** dagger +13/+8 (1d4+5/19-20) or **Ranged** dagger (thrown) +14/+9 (1d4+5/19-20)	**Melee** *+2 defending shortsword* (large) +18/+13 (1d8+9/19-20) or **Melee** *+3 frost shortsword* (large) +19/+14 (1d8+6/19-20) or **Melee** dagger (large) +16/+11 (1d6+7/19-20) or **Ranged** dagger (large/thrown) +15/+10 (1d6+7/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6	Powerful Sneak; Sneak Attack 4d6
Statistics				
Ability Scores	**Str** 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7	**Str** 15, **Dex** 19, **Con** 15, **Int** 12, **Wis** 14, **Cha** 5	**Str** 20, **Dex** 23, **Con** 19, **Int** 16, **Wis** 18, **Cha** 9	**Str** 24, **Dex** 22, **Con** 23, **Int** 16, **Wis** 18, **Cha** 9
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 14	**Base Atk** +4; **CMB** +6; **CMD** 21	**Base Atk** +8; **CMB** +13; **CMD** 30	**Base Atk** +10; **CMB** +18; **CMD** 35

	Low	Moderate	Advanced	Elite
Feats	Improved Initiative, Skill Focus (Stealth)	Dodge, Improved Initiative, Skill Focus (Stealth), Two-Handed Thrower	Distance Thrower, Dodge, Improved Initiative, Skill Focus (Stealth), Two-Handed Thrower, Two-Weapon Fighting	Distance Thrower, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Skill Focus (Stealth), Stealthy, Two-Handed Thrower, Two-Weapon Fighting
Skills	Acrobatics +2, Bluff -2, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +2, Heal +2, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth +16, Survival +2	Acrobatics +10, Appraise +1, Bluff -3, Climb +12, Craft (Untrained) +1, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +4, Heal +2, Intimidate +2, Perception +12, Perform (Untrained) -3, Ride +4, Sense Motive +2, Stealth +17, Survival +2, Swim +12	Acrobatics +19, Appraise +3, Bluff -1, Climb +18, Craft (Untrained) +3, Diplomacy -1, Disguise +11, Escape Artist +14, Fly +5, Heal +4, Intimidate +11, Perception +18, Perform (Untrained) -1, Ride +5, Sense Motive +4, Stealth +25, Survival +4, Swim +18	Acrobatics +24, Appraise +3, Bluff -1, Climb +25, Craft (Untrained) +3, Diplomacy -1, Disguise +17, Escape Artist +17, Fly +4, Heal +4, Intimidate +17, Perception +22, Perform (Untrained) -1, Ride +6, Sense Motive +4, Stealth +30, Survival +4, Swim +25
Languages	Common, Undercommon			
Special Qualities	Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision	Camouflage, Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision, Trapfinding,	Camouflage, Camouflaged Step, Chameleon Skin, Favored Terrain (Urban) +2, Humanoid Traits, Low-Light Vision, Terrain Mastery, Trapfinding	Camouflage, Camouflaged Step, Chameleon Skin, Favored Terrain (Urban) +2, Humanoid Traits, Low-Light Vision, Terrain Mastery, Trapfinding
Treasure	dagger (2x); shortsword	masterwork dagger (4x); masterwork shortsword; leather armor	*+1 frost shortsword; +3 shortsword;* studded leather armor; masterwork dagger; dagger (4x)	*+2 defending shortsword (large); +3 frost shortsword (large); +2 studded leather armor (large);* dagger (2x, large)

Special Abilities

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Camouflaged Step (Ex) Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin (Ex) A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage

anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Distance Thrower You are accurate with thrown weapons at longer ranges than normal. With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Two-Handed Thrower You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds. Whenever you use two hands to throw a onehanded or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Spectre

CR 7; **XP** 3,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 7; **XP** 3,200	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Spectre; LE Medium undead (incorporeal)		Male or Female Spectre (Advanced); LE Medium undead (incorporeal)	Male or Female Spectre (Advanced, Giant); LE Large undead (incorporeal)
Class	Undead 8	Undead 12	Undead 16	Undead 20
Initiative	+7	+7	+9	+8
Senses	**Perception** +17; **Darkvision** 60 ft.; **Aura** Unnatural Aura 30 ft.	**Perception** +24; **Darkvision** 60 ft.; **Aura** Unnatural Aura 30 ft.	**Perception** +34; **Darkvision** 60 ft.; **Aura** Unnatural Aura 30 ft.	**Perception** +38; **Darkvision** 60 ft.; **Aura** Unnatural Aura 30 ft.
Defense				
Armor Class	**AC** 15, **touch** 15, **ff** 12 (+3 Dex, +2 deflection)	**AC** 17, **touch** 17, **ff** 13 (+3 Dex, +3 deflection, +1 dodge)	**AC** 23, **touch** 21, **ff** 17 (+5 Dex, +2 natural, +5 deflection, +1 dodge)	**AC** 25, **touch** 20, **ff** 20 (-1 size, +4 Dex, +5 natural, +6 deflection, +1 dodge)
hp / HD	**46** (8d8)+16	**79** (12d8)+36	**144** (16d8)+80	**207** (20d8)+120
Saves	**Fort** +4, **Ref** +5, **Will** +9	**Fort** +7, **Ref** +7, **Will** +11	**Fort** +10, **Ref** +10, **Will** +15	**Fort** +12, **Ref** +10, **Will** +17
Defensive Abilities	Channel Resistance +2; Incorporeal; **Weakness** Resurrection Vulnerability, Sunlight Powerlessness; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed Fly** 80 ft. (Perfect)			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** incorporeal touch +10 (1d8)	**Melee** incorporeal touch +13 (2d6)	**Melee** incorporeal touch +18 (2d6)	**Melee** incorporeal touch +19 (3d6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Energy Drain (2 levels, DC 16)	Energy Drain (2 levels, DC 19)	Energy Drain (2 levels, DC 23)	Energy Drain (2 levels, DC 26)
Statistics				
Ability Scores	**Str** *, **Dex** 16, **Con** *, **Int** 14, **Wis** 16, **Cha** 15	**Str** *, **Dex** 16, **Con** *, **Int** 14, **Wis** 16, **Cha** 16	**Str** *, **Dex** 16, **Con** *, **Int** 18, **Wis** 20, **Cha** 21	**Str** *, **Dex** 18, **Con** *, **Int** 18, **Wis** 20, **Cha** 22
Core Attack	**Base Atk** +6; **CMB** +9; **CMD** 21	**Base Atk** +9; **CMB** +12; **CMD** 26	**Base Atk** +12; **CMB** +17; **CMD** 33	**Base Atk** +15; **CMB** +20; **CMD** 37
Feats	Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (Incorporeal Touch)	Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Weapon Focus (Incorporeal Touch)	Alertness, Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy, Weapon Focus (Incorporeal Touch)	Alertness, Blind-Fight, Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception, Stealth), Stealthy, Weapon Focus (Incorporeal Touch)
Skills	Acrobatics +3, Appraise +2, Bluff +2, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +11, Heal +3, Intimidate +13, Knowledge (History) +10, Knowledge (Religion) +13, Perception +17, Perform (Untrained) +2, Ride +3, Sense Motive +3, Stealth +14, Survival +11	Acrobatics +3, Appraise +2, Bluff +3, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist +3, Fly +26, Heal +3, Intimidate +18, Knowledge (History) +10, Knowledge (Religion) +13, Perception +24, Perform (Untrained) +3, Ride +3, Sense Motive +3, Stealth +18, Survival +11	Acrobatics +5, Appraise +4, Bluff +5, Craft (Untrained) +4, Diplomacy +5, Disguise +24, Escape Artist +7, Fly +32, Heal +5, Intimidate +24, Knowledge (History) +12, Knowledge (Religion) +15, Perception +34, Perform (Untrained) +5, Ride +5, Sense Motive +28, Spellcraft +15, Stealth +28, Survival +13	Acrobatics +4, Appraise +4, Bluff +6, Craft (Untrained) +4, Diplomacy +6, Disguise +29, Escape Artist +6, Fly +33, Heal +5, Intimidate +29, Knowledge (History) +12, Knowledge (Religion) +15, Perception +38, Perform (Untrained) +6, Ride +4, Sense Motive +32, Spellcraft +19, Stealth +33, Survival +17
Languages	Common			
Special Qualities	Darkvision, Incorporeal Traits, Resurrection Vulnerability, Sunlight Powerlessness, Undead Traits, Unnatural Aura (30 ft.)			
Treasure	-	-	-	-

Special Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Energy Drain (Su) You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain bestows 2 negative levels. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels A draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 26). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Incorporeal Touch) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Incorporeal Touch) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Spriggan

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Spriggan; CE Small humanoid (gnome)		Male or Female Spriggan (Advanced); CE Small humanoid (gnome)	Male or Female Spriggan (Advanced, Giant); CE Medium humanoid (gnome)
Class	Humanoid 4	Humanoid 6 / Rogue 2	Humanoid 8 / Rogue 4	Humanoid 10 / Rogue 6
Initiative	**+4**	**+6**	**+7**	**+6**
Senses	**Perception** +7	**Perception** +13	**Perception** +17	**Perception** +21
Defense				
Armor Class	**AC** 17, **touch** 15, **ff** 13 (+1 size, +4 Dex, +2 leather armor)	**AC** 20, **touch** 17, **ff** 14 (+1 size, +5 Dex, +1 dodge, +3 studded leather armor)	**AC** 22, **touch** 17, **ff** 22 (+1 size, +5 Dex, +1 dodge, +5 *studded leather armor* +2)	**AC** 25, **touch** 16, **ff** 25 (+5 Dex, +1 dodge, +6 *shadow studded leather armor* +3)
hp / HD	**22** (4d8)+4	**57** (6d8)+(2d8)+18	**85** (8d8)+(4d8)+28	**151** (10d8)+(6d8)+70
Saves	**Fort** +5, **Ref** +5, **Will** +1	**Fort** +7, **Ref** +11, **Will** +2	**Fort** +9, **Ref** +13, **Will** +3; +1 Reflex to avoid traps	**Fort** +13, **Ref** +14, **Will** +5; +2 Reflex to avoid traps
Defensive Abilities	-	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge

	Low	Moderate	Advanced	Elite
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Ranged** crossbow (light/small) +8 (1d6/19-20) or **Melee** masterwork morningstar (small) +5 (1d6-1)	**Melee** masterwork cold iron morningstar (small) +10 (1d6+2) or **Ranged** crossbow (light/small) +12 (1d6/19-20), within 30 ft. +13 (1d6+1)	**Melee** masterwork cold iron morningstar (small) +14/+9 (1d6+2) or **Ranged** *+2 light crossbow* (small) +19/+14 (1d6+2/19-20), within 30 ft. +20/+15 (1d6+3)	**Melee** *+2 flaming morningstar* +18/+13/+8 (1d8+6) or **Ranged** *+3 bleeding light crossbow* +20/+15/+10 (1d8+3/19-20), within 30 ft. +21/+16/+11 (1d8+4)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 2d6	Sneak Attack 3d6	Sneak Attack 4d6	Sneak Attack 5d6; Befuddling Strike
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *flare (DC 10), scare (DC 12), shatter (DC 12)*	**Innate Spell-Like Abilities:** **At Will** – *flare (DC 9), scare (DC 11), shatter (DC 11)*	**Innate Spell-Like Abilities:** **At Will** – *flare (DC 9), scare (DC 11), shatter (DC 11)*	**Innate Spell-Like Abilities:** **At Will** – *flare (DC 9), scare (DC 11), shatter (DC 11)*
Statistics				
Ability Scores	**Str** 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9	**Str** 14, **Dex** 23, **Con** 14, **Int** 12, **Wis** 10, **Cha** 7	**Str** 14, **Dex** 24, **Con** 14, **Int** 12, **Wis** 10, **Cha** 7	**Str** 18, **Dex** 23, **Con** 18, **Int** 12, **Wis** 10, **Cha** 7
Core Attack	**Base Atk** +3; **CMB** +1; **CMD** 15	**Base Atk** +5; **CMB** +6; **CMD** 23	**Base Atk** +9; **CMB** +10; **CMD** 28	**Base Atk** +11; **CMB** +15; **CMD** 32
Feats	Combat Reflexes, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Point-Blank Shot, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Impact Critical Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Morningstar)
Skills	Acrobatics +4, Bluff -1, Climb +1, Diplomacy -1, Disable Device +11, Disguise -1, Escape Artist +4, Fly +6, Intimidate -1, Perception +7, Perform (Untrained) -1, Ride +4, Sleight of Hand +11, Stealth +15, Swim -1	Acrobatics +5, Appraise +1, Bluff -2, Climb +14, Craft (Untrained) +1, Diplomacy -2, Disable Device +13, Disguise -2, Escape Artist +10, Fly +7, Intimidate -2, Perception +13, Perform (Untrained) -2, Ride +5, Sleight of Hand +14, Stealth +22, Swim +8	Acrobatics +7, Appraise +1, Bluff -2, Climb +19, Craft (Untrained) +1, Diplomacy -2, Disable Device +18, Disguise -2, Escape Artist +14, Fly +9, Intimidate -2, Perception +17, Perform (Untrained) -2, Ride +7, Sleight of Hand +20, Stealth +28, Swim +13	Acrobatics +6, Appraise +1, Bluff -2, Climb +25, Craft (Untrained) +1, Diplomacy -2, Disable Device +22, Disguise -2, Escape Artist +13, Fly +6, Intimidate -2, Perception +21, Perform (Untrained) -2, Ride +6, Sleight of Hand +23, Stealth +32, Swim +19
Languages	Aklo, Gnome			
Special Qualities	Humanoid Traits, Size Alteration, Spriggan Magic, Spriggan Skills	Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding	Camouflage, Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding	Camouflage, Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding
Treasure	leather armor (small); masterwork morningstar (small); light crossbow (small); crossbow bolts (10x, small)	studded leather armor (small); masterwork cold iron morningstar (small); light crossbow (small); crossbow bolts (10x, small)	*+2 studded leather armor* (small); masterwork cold iron morningstar (small); *+2 light crossbow* (small); crossbow bolts (10x, small)	*+2 flaming morningstar; +3 shadow studded leather armor; +3 bleeding light crossbow;* crossbow bolts (10x)

Special Abilities

Befuddling Strike (Ex) When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Size Alteration (Ex) At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes). [Use the Spriggan Size Alteration template to implement.]

Snap Shot (Ex) A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting in the surprise round, this talent has no effect.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 5d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all its racial spell-like abilities.

Spriggan Skills (Ex) Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move.

Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Weapon Focus (Morningstar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Townsfolk Ghost

CR 1; **XP** 400

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1; **XP** 400	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800
Sex / Race	Male Human; TN Medium undead (human, incorporeal)			
Class	Commoner 1	Commoner 5	Commoner 11	Commoner 16
Initiative	+1	+1	+2	+2
Senses	**Perception** +14; **Darkvision** 60 ft.	**Perception** +18; **Darkvision** 60 ft.	**Perception** +26; **Darkvision** 60 ft.	**Perception** +31; **Darkvision** 60 ft.

	Low	Moderate	Advanced	Elite
Defense				
Armor Class	**AC** 13, **touch** 13, **ff** 12 (+1 Dex, +2 deflection)	**AC** 14, **touch** 13, **ff** 13 (+1 Dex, +2 deflection, +1 padded armor)	**AC** 16, **touch** 14, **ff** 14 (+2 Dex, +2 deflection, +2 leather armor)	**AC** 17, **touch** 14, **ff** 15 (+2 Dex, +2 deflection, +3 studded leather armor)
hp / HD	**10** (1d6)+5	**34** (5d6)+17	**70** (11d6)+35	**98** (16d6)+50
Saves	**Fort** +2, **Ref** +1, **Will** +0	**Fort** +5, **Ref** +2, **Will** +1	**Fort** +7, **Ref** +7, **Will** +5	**Fort** +9, **Ref** +9, **Will** +7
Defensive Abilities	Channel Resistance +4, Incorporeal; **Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; **Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; **Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; **Immune** to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
Offense				
Movement	**Speed** 35 ft. ; **Fly** 30 ft (perfect)			
Attacks	**Melee** dagger +1 (1d4/19-20) or **Ranged** dagger (thrown) +1 (1d4/19-20)	**Melee** dagger +3 (1d4/19-20) or **Ranged** dagger (thrown) +3 (1d4/19-20)	**Melee** dagger +7 (1d4/19-20) or **Ranged** dagger (thrown) +7 (1d4/19-20)	**Melee** dagger +10/+5 (1d4/19-20) or **Ranged** dagger (thrown) +10/+5 (1d4/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Corrupting Touch	Corrupting Touch	Corrupting Touch, Corrupting Gaze, Frightful Moan	Corrupting Touch, Corrupting Gaze, Frightful Moan, Draining Touch, Telekinesis
Statistics				
Ability Scores	**Str** *, **Dex** 12, **Con** *, **Int** 11, **Wis** 10, **Cha** 14	**Str** *, **Dex** 13, **Con** *, **Int** 11, **Wis** 10, **Cha** 14	**Str** *, **Dex** 14, **Con** *, **Int** 11, **Wis** 10, **Cha** 14	**Str** *, **Dex** 14, **Con** *, **Int** 11, **Wis** 10, **Cha** 15
Core Attack	**Base Atk** +0; **CMB** +1; **CMD** 13	**Base Atk** +2; **CMB** +3; **CMD** 15	**Base Atk** +5; **CMB** +7; **CMD** 19	**Base Atk** +8; **CMB** +10; **CMD** 22
Feats	Alertness, Fleet	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills	Acrobatics +1, Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +1, Perception +14, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9	Acrobatics +1, Bluff +2, Climb +8, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +5, Perception +18, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9	Acrobatics +2, Bluff +2, Climb +14, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +10, Intimidate +2, Knowledge (Local) +11, Perception +26, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +10	Acrobatics +1, Bluff +2, Climb +18, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +16, Perception +31, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9, Swim -1

	Low	Moderate	Advanced	Elite
Languages	Common			
Special Qualities	Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits	Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits	Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits	Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits
Treasure	dagger; peasant's outfit	dagger; peasant's outfit; padded armor	dagger; peasant's outfit; leather armor	dagger; peasant's outfit; studded leather armor

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Corrupting Gaze (Su) The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save DC 20 negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 16d6 damage. This damage is not negative energy--it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save DC 20 halves the damage inflicted.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Draining Touch (Su) The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su) The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save DC 20 or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Telekinesis (Su) The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher). Save DC 20

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Zombie Rat Swarm

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Neuter Rat Swarm (Zombie); NE Tiny animal (swarm)			
Class	Animal 3	Animal 7	Animal 11	Animal 15
Initiative	+5	+6	+6	+7
Senses	**Perception** +8; **Darkvision** 60 ft.; **Low-Light Vision**; **Scent**	**Perception** +10; **Darkvision** 60 ft.; **Low-Light Vision**; **Scent**	**Perception** +12; **Darkvision** 60 ft.; **Low-Light Vision**; **Scent**	**Perception** +13; **Darkvision** 60 ft.; **Low-Light Vision**; **Scent**
Defense				
Armor Class	**AC** 13, **touch** 13, **ff** 10 (+2 size; +1 Dex)	**AC** 14, **touch** 14, **ff** 10 (+2 size; +2 Dex)	**AC** 14, **touch** 14, **ff** 10 (+2 size; +2 Dex)	**AC** 15, **touch** 15, **ff** 10 (+2 size; +3 Dex)
hp / HD	**11** (3d8)	**22** (7d8)	**39** (11d8)	**61** (15d8)
Saves	**Fort** -1, **Ref** +4, **Will** +2	**Fort** +1, **Ref** +7, **Will** +3	**Fort** +5, **Ref** +11, **Will** +4	**Fort** +7, **Ref** +14, **Will** +8
Defensive Abilities	**DR** 5/slashing; **Immune** to Ability Drain, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage			
Offense				
Movement	**Speed** 15 ft.; **Climb** 15 ft.; **Swim** 15 ft.			
Attacks	**Melee** slam +1 (1d3-3) or **Melee** swarm (1d6)	**Melee** slam +4 (1d4-3) or **Melee** swarm (1d8)	**Melee** slam +7 (1d4-3) or **Melee** swarm (1d8)	**Melee** slam +10 (1d4-3) or **Melee** swarm (1d8)
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			
Special Attacks	Disease; Distraction (DC 11)	Disease; Distraction (DC 13)	Disease; Distraction (DC 15)	Disease; Distraction (DC 17)
Statistics				
Ability Scores	**Str** 4, **Dex** 13, **Con** *, **Int** 2, **Wis** 13, **Cha** 2	**Str** 4, **Dex** 14, **Con** *, **Int** 2, **Wis** 13, **Cha** 2	**Str** 4, **Dex** 15, **Con** *, **Int** 2, **Wis** 13, **Cha** 2	**Str** 4, **Dex** 16, **Con** *, **Int** 2, **Wis** 13, **Cha** 2
Core Attack	**Base Atk** +2; **CMB** +1; **CMD** 8 (can't be tripped)	**Base Atk** +5; **CMB** +5; **CMD** 12 (can't be tripped)	**Base Atk** +8; **CMB** +8; **CMD** 15 (can't be tripped)	**Base Atk** +11; **CMB** +12; **CMD** 19 (can't be tripped)
Feats	Improved Initiative, Skill Focus (Perception), Toughness	Improved Initiative, Improved Natural Attack (Slam, Swarm), Skill Focus (Perception), Toughness	Great Fortitude, Improved Initiative, Improved Natural Attack (Slam, Swarm), Lightning Reflexes, Skill Focus (Perception), Toughness	Great Fortitude, Improved Initiative, Improved Natural Attack (Slam, Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy, Toughness

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +5, Appraise -4, Bluff -4, Climb +13, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +1, Fly +5, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +1, Sense Motive +1, Stealth +13, Survival +1, Swim +9	Acrobatics +7, Appraise -4, Bluff -4, Climb +15, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +10, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +15, Survival +1, Swim +10	Acrobatics +8, Appraise -4, Bluff -4, Climb +15, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +12, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim +10	Acrobatics +10, Appraise -4, Bluff -4, Climb +21, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +5, Fly +7, Heal +1, Intimidate -4, Perception +13, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +20, Survival +1, Swim +11
Languages	None			
Special Qualities	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits
Treasure	-	-	-	-

Special Abilities

Animal Traits (Ex) Animals breathe, eat, and sleep.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Ex) Filth Fever-Bite injury; Save Fort DC 17; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 17) negates the effect.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Swarm Traits (Ex) A swarm is not subject to critical hits or flanking, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. Swarms are never staggered or reduced to a dying state by damage. A swarm is immune to any spell or effect that targets a specific number of creatures, with the exception of mindaffecting effects. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A swarm takes half damage from slashing and piercing weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Feats

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam, Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more

ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +15 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Zombie Townsfolk

CR 1/2; **XP** 200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 200	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 15; **XP** 51,200
Sex / Race	Male Human (Zombie); NE Medium humanoid (human)			
Class	Commoner 1 / Undead 1	Commoner 5 / Undead 1	Commoner 11 / Undead 1	Commoner 16 / Undead 1
Initiative	**+0**	**+0**	**+1**	**+1**
Senses	**Perception** +7; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.	**Perception** +24; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 12, **touch** 10, **ff** 12 (+2 natural)	**AC** 13, **touch** 10, **ff** 13 (+2 natural, +1 padded armor)	**AC** 15, **touch** 11, **ff** 14 (+1 Dex, +2 natural, +2 leather armor)	**AC** 16, **touch** 11, **ff** 15 (+1 Dex, +2 natural, +3 studded leather armor)
hp / HD	**11** (1d6)+(1d8)+4	**32** (5d6)+(1d8)+11	**64** (11d6)+(1d8)+23	**85** (16d6)+(1d8)+33
Saves	**Fort** +0, **Ref** +0, **Will** +2	**Fort** +3, **Ref** +1, **Will** +3	**Fort** +5, **Ref** +6, **Will** +7	**Fort** +7, **Ref** +8, **Will** +9
Defensive Abilities	**DR** 5/slashing			
Offense				
Movement	**Speed** 35 ft.			
Attacks	**Melee** dagger +1 (1d4+1/19-20) or **Ranged** dagger (thrown) +0 (1d4+1/19-20) or **Melee** slam +1 (1d6+1)	**Melee** dagger +3 (1d4+1/19-20) or **Ranged** dagger (thrown) +2 (1d4+1/19-20) or **Melee** slam +3 (1d6+1)	**Melee** dagger +6 (1d4+1/19-20) or **Ranged** dagger (thrown) +6 (1d4+1/19-20) or **Melee** slam +6 (1d6+1)	**Melee** dagger +10/+5 (1d4+2/19-20) or **Ranged** dagger (thrown) +9/+4 (1d4+2/19-20) or **Melee** slam +10 (1d6+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 13, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 13, **Dex** 11, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 13, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 14, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +0; **CMB** +1; **CMD** 11	**Base Atk** +2; **CMB** +3; **CMD** 13	**Base Atk** +5; **CMB** +6; **CMD** 17	**Base Atk** +8; **CMB** +10; **CMD** 21
Feats	Alertness, Fleet, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything, Toughness
Skills	Climb +5, Knowledge (Local) +1, Perception +7, Sense Motive +2, Swim +1	Climb +9, Knowledge (Local) +5, Perception +11, Sense Motive +2, Swim +1	Acrobatics +1, Climb +15, Escape Artist +1, Fly +1, Knowledge (Local) +11, Perception +19, Ride +1, Sense Motive +2, Stealth +1, Swim +1	Climb +20, Knowledge (Local) +16, Perception +24, Sense Motive +2, Swim +1

	Low	Moderate	Advanced	Elite
Languages	Common			
Special Qualities	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits
Treasure	dagger; peasant's outfit	dagger; peasant's outfit; padded armor	dagger; peasant's outfit; leather armor	dagger; peasant's outfit; studded leather armor

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Toughness You have enhanced physical stamina. You gain +17 hit points.

Villianous Personae

True Villainy

The story of **Dark Obelisk: Berinncorte** is not so complex or involved that there are true villains, as such: simply more advanced enemies who pose a more significant threat.

These should all be treated as **Untouchable** enemies, in that they should only be faced directly in combat through folly, horrible luck, or as a terrifying preface to inevitable retreat. Many of these villainous creatures have backstories, motivations, and roles beyond the scope of this adventure, but within the scope in which the PCs will encounter them here, they are intended to be presented simply as terrors beyond measure.

This section describes these creatures in detail.

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Crizen (Babau Demon)

CR 7; **XP** 3,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 7; **XP** 3,200	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800	**CR** 21; **XP** 409,600
Sex / Race	Male Babau; CE Medium outsider (chaotic, demon, evil, extraplanar)		Male Babau (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male Babau (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 7 / Rogue 1	Outsider 7 / Rogue 5	Outsider 7 / Rogue 9	Outsider 7 / Rogue 13
Initiative	+7	+8	+10	+9
Senses	**Perception** +19; **See Invisibility; Darkvision** 60 ft.	**Perception** +23; **See Invisibility; Darkvision** 60 ft.	**Perception** +29; **See Invisibility; Darkvision** 60 ft.	**Perception** +33; **See Invisibility; Darkvision** 60 ft.
Defense				
Armor Class	**AC** 21, **touch** 13, **ff** 18 (+3 Dex, +8 natural)	**AC** 22, **touch** 14, **ff** 18 (+4 Dex, +8 natural)	**AC** 27, **touch** 17, **ff** 27 (+6 Dex, +10 natural, +1 dodge)	**AC** 30, **touch** 15, **ff** 30 (-1 size, +5 Dex, +15 natural, +1 dodge)
hp / HD	**86** (7d10)+(1d8)+49	**131** (7d10)+(5d8)+77	**206** (7d10)+(9d8)+133	**289** (7d10)+(13d8)+205
Saves	**Fort** +11, **Ref** +10, **Will** +4	**Fort** +12, **Ref** +13, **Will** +5; +1 Reflex to avoid traps	**Fort** +16, **Ref** +17, **Will** +9; +3 Reflex to avoid traps	**Fort** +19, **Ref** +18, **Will** +10; +4 Reflex to avoid traps
Defensive Abilities	Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17	Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17; Evasion; Trap Sense +1; Uncanny Dodge	Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17; Evasion; Trap Sense +3; Improved Uncanny Dodge	Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17; Evasion; Trap Sense +4; Improved Uncanny Dodge
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** *+1 anarchic longspear* +16/+11 (2H: 1d8+13/x3) or **Melee** bite (primary) +15 (1d6+8) or **Melee** bite (with weapon attack) +10 (1d6+4) or **Melee** claw +15/+15 (1d6+8)	**Melee** *+2 anarchic longspear* +20/+15 (2H: 1d8+14/x3) or **Melee** bite (primary) +18 (1d8+8) or **Melee** bite (with weapon attack) +13 (1d6+4) or **Melee** claw +18/+18 (1d8+8)	**Melee** *+3 anarchic longspear* +26/+21/+16 (2H: 1d8+18/x3) or **Melee** bite (primary) +23 (1d8+10) or **Melee** bite (with weapon attack) +18 (1d8+5) or **Melee** claw +23/+23 (1d8+10)	**Melee** *+4 anarchic longspear* (large) +32/+27/+22/+17 (2H: 2d6+23/x3) or **Melee** bite (primary) +28 (2d6+13) or **Melee** bite (with weapon attack) +23 (2d6+6) or **Melee** claw +28/+28 (2d6+13)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Sneak Attack 3d6	Sneak Attack 5d6; Bleeding Attack	Sneak Attack 7d6; Bleeding Attack	Sneak Attack 9d6; Bleeding Attack; Fast Getaway
Prepared Spells	**Innate Spell-Like Abilities:** **At Will** – *darkness, dispel magic, see invisibility, greater teleport* (self plus 50 lbs. of objects only) **1x/day** – *summon monster III* (1 Babau 40%)			
Statistics				

	Low	Moderate	Advanced	Elite
Ability Scores	**Str** 26, **Dex** 17, **Con** 22**Int** 14, **Wis** 11, **Cha** 18	**Str** 26, **Dex** 18, **Con** 22, **Int** 14, **Wis** 11, **Cha** 18	**Str** 31, **Dex** 22, **Con** 26, **Int** 18, **Wis** 15, **Cha** 22	**Str** 36, **Dex** 20, **Con** 30 **Int** 18, **Wis** 15, **Cha** 22
Core Attack	**Base Atk** +7; **CMB** +15; **CMD** 28	**Base Atk** +10; **CMB** +18; **CMD** 32	**Base Atk** +13; **CMB** +23; **CMD** 40	**Base Atk** +16; **CMB** +30; **CMD** 46
Feats	Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Improved Initiative, Improved Natural Attack (Bite (Primary), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)
Skills	Acrobatics +13, Appraise +2, Bluff +14, Climb +8, Craft (Untrained) +2, Diplomacy +4, Disable Device +14, Disguise +4, Escape Artist +13, Fly +3, Intimidate +4, Knowledge (Planes) +12, Perception +19, Perform (Untrained) +4, Ride +3, Sense Motive +11, Sleight of Hand +14, Stealth +24, Swim +8	Acrobatics +19, Appraise +2, Bluff +19, Climb +8, Craft (Untrained) +2, Diplomacy +4, Disable Device +21, Disguise +4, Escape Artist +19, Fly +4, Intimidate +4, Knowledge (Planes) +15, Perception +23, Perform (Untrained) +4, Ride +4, Sense Motive +15, Sleight of Hand +19, Stealth +33, Swim +8	Acrobatics +25, Appraise +4, Bluff +25, Climb +10, Craft (Untrained) +4, Diplomacy +6, Disable Device +29, Disguise +6, Escape Artist +25, Fly +6, Heal +2, Intimidate +15, Knowledge (Dungeoneering) +23, Knowledge (Local) +23, Knowledge (Planes) +23, Perception +29, Perform (Untrained) +6, Ride +6, Sense Motive +21, Sleight of Hand +25, Stealth +39, Survival +2, Swim +10	Acrobatics +28, Appraise +4, Bluff +29, Climb +13, Craft (Untrained) +4, Diplomacy +6, Disable Device +34, Disguise +6, Escape Artist +28, Fly +3, Heal +2, Intimidate +23, Knowledge (Dungeoneering) +27, Knowledge (Local) +27, Knowledge (Planes) +27, Perception +33, Perform (Untrained) +6, Ride +5, Sense Motive +25, Sleight of Hand +28, Stealth +38, Survival +2, Swim +13
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Camouflage, Darkvision, Fast Stealth, Outsider Traits, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Camouflage, Darkvision, Fast Stealth, Outsider Traits, Redirect Attack, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding
Treasure	*+1 anarchic longspear*	*+2 anarchic longspear*	*+3 anarchic longspear*	*+4 anarchic longspear*

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Bleeding Attack (Ex) You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 9 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise,

darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Stealth (Ex) This ability allows you to move at full speed using Stealth without penalty.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 17.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Redirect Attack (Ex) Once per day, when a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the rogue, and the creature that made the attack against the rogue must make a new attack roll against the new target.

See Invisibility (Sp) You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 5 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Idelfix (Schir Demon)

CR 5; **XP** 1,600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 5; **XP** 1,600	**CR** 9; **XP** 6,400	**CR** 14; **XP** 38,400	**CR** 19; **XP** 204,800
Sex / Race	Male Schir; CE Medium outsider (chaotic, demon, evil, extraplanar)			
Class	Outsider 5 / Fighter 1	Outsider 5 / Fighter 5	Outsider 5 / Fighter 9	Outsider 5 / Fighter 14
Initiative	**+3**	**+3**	**+5**	**+5**
Senses	**Perception** +13; **Darkvision** 60 ft.	**Perception** +17; **Darkvision** 60 ft.	**Perception** +23; **Darkvision** 60 ft.	**Perception** +27; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 20, **touch** 13, **ff** 17 (+3 Dex, +7 natural); Combat Expertise	**AC** 21, **touch** 14, **ff** 17 (+3 Dex, +7 natural, +1 dodge); Combat Expertise	**AC** 26, **touch** 16, **ff** 20 (+5 Dex, +10 natural, +1 dodge); Combat Expertise	**AC** 30, **touch** 15, **ff** 24 (-1 size, +5 Dex, +15 natural, +1 dodge); Combat Expertise
hp / HD	**70** (5d10)+(1d10)+19	**105** (5d10)+(5d10)+35	**163** (5d10)+(9d10)+79	**247** (5d10)+(13d10)+139
Saves	**Fort** +9, **Ref** +4, **Will** +0	**Fort** +11, **Ref** +5, **Will** +1; +1 Will vs. fear	**Fort** +15, **Ref** +9, **Will** +5; +2 Will vs. fear	**Fort** +19, **Ref** +10, **Will** +6; +3 Will vs. fear
Defensive Abilities	**DR** 5/cold iron or good; **Immune** Disease, Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 15			
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** *+1 corrosive halberd* +12/+7 (2H: 1d10+8/x3) or **Melee** gore +11 (1d6+5)	**Melee** *+2 corrosive halberd* +18/+13 (2H: 1d10+10/x3) or **Melee** gore +15 (1d8+5)	**Melee** *+3 corrosive halberd* +28/+23/+18 (2H: 1d10+17/x3) or **Melee** gore +23 (1d8+8)	**Melee** *+4 corrosive halberd* (large) +36/+31/+26/+21 (2H: 2d8+22/x3) or **Melee** gore +28 (2d6+10)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Prepared Spells	**Innate Spell-Like Abilities:** **Constant** – *see invisibility, tongues* **3x/Day** – *arcane lock, expeditious retreat, protection from good* **1x/Day** – *summon monster II (1d4 schirs 20%)*			
Statistics				
Ability Scores	**Str** 21, **Dex** 16, **Con** 17, **Int** 13, **Wis** 3, **Cha** 6	**Str** 21, **Dex** 17, **Con** 17, **Int** 13, **Wis** 3, **Cha** 6	**Str** 26, **Dex** 21, **Con** 21, **Int** 17, **Wis** 7, **Cha** 10	**Str** 30, **Dex** 20, **Con** 25, **Int** 17, **Wis** 7, **Cha** 10
Core Attack	**Base Atk** +6; **CMB** +11 (+15 trip); **CMD** 24 (26 vs. trip)	**Base Atk** +10; **CMB** +15 (+19 trip); **CMD** 29 (31 vs. trip)	**Base Atk** +14; **CMB** +22 (+26 trip); **CMD** 38 (40 vs. trip)	**Base Atk** +18; **CMB** +29 (+33 trip); **CMD** 45 (47 vs. trip)

	Low	Moderate	Advanced	Elite
Feats	Combat Expertise, Greater Trip, Improved Dirty Trick, Improved Trip, Martial Weapon Proficiency, Simple Weapon Proficiency	Combat Expertise, Dodge, Greater Dirty Trick, Greater Trip, Improved Dirty Trick, Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Quick Dirty Trick, Simple Weapon Proficiency	Combat Expertise, Critical Focus, Dodge, Greater Dirty Trick, Greater Trip, Improved Dirty Trick, Improved Natural Armor, Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Quick Dirty Trick, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)	Combat Expertise, Critical Focus, Dodge, Greater Dirty Trick, Greater Trip, Greater Weapon Focus (Halberd), Improved Dirty Trick, Improved Natural Armor (3x), Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Power Attack, Quick Dirty Trick, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)
Skills	Acrobatics +11, Appraise +1, Bluff +6, Climb +5, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +3, Heal -4, Intimidate +6, Perception +13, Perform (Untrained) -2, Ride +3, Sense Motive +4, Stealth +12, Survival -4, Swim +5	Acrobatics +11, Appraise +1, Bluff +6, Climb +5, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +3, Heal -4, Intimidate +10, Knowledge (Planes) +9, Perception +17, Perform (Untrained) -2, Ride +3, Sense Motive +5, Stealth +16, Survival -4, Swim +5	Acrobatics +17, Appraise +3, Bluff +13, Climb +8, Craft (Untrained) +3, Escape Artist +5, Fly +5, Heal -2, Intimidate +17, Knowledge (Dungeoneering) +11, Knowledge (Planes) +11, Knowledge (Religion) +8, Perception +23, Ride +5, Sense Motive +15, Stealth +22, Survival -2, Swim +8	Acrobatics +17, Appraise +3, Bluff +17, Climb +10, Craft (Untrained) +3, Escape Artist +5, Fly +3, Heal -2, Intimidate +21, Knowledge (Dungeoneering) +11, Knowledge (Planes) +11, Knowledge (Religion) +8, Perception +27, Ride +5, Sense Motive +19, Stealth +22, Survival -2, Swim +10
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
Special Qualities	Aligned (Chaotic, Evil), Bonus Feats, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training
Treasure	+1 corrosive halberd	+2 corrosive halberd	+3 corrosive halberd	+4 corrosive halberd

Special Abilities

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox-a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based. Gray Pox: Halberd-injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Spell-Like Abilities (Sp) (CL 6th; concentration +4) Constant-see invisibility, tongues 3/day-arcane lock, expeditious retreat, protection from good 1/day-summon (level 2, 1d3 schirs 20%)

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +1 Heavy Blades +2 Pole Arms +3

Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Greater Dirty Trick When you pull a dirty trick, your foe is truly hindered. You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

Greater Trip You can make free attacks on foes that you knock down. You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Greater Weapon Focus (Halberd) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Dirty Trick You are skilled at pulling dirty tricks on your foes. You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Gore) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Trip You are skilled at sending your opponents to the ground. You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Dirty Trick You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

On your turn, you can perform a single dirty trick combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Gore, Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Lythimortus (Dark Stalker)

CR 4; **XP** 1,200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 4; **XP** 1,200	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Female Dark Stalker; CN Medium humanoid (dark folk)		Female Dark Stalker (Advanced); CN Medium humanoid (dark folk)	Female Dark Stalker (Advanced, Giant); CN Large humanoid (dark folk)
Class	Humanoid 6	Humanoid 6 / Rogue 4	Humanoid 6 / Rogue 8	Humanoid 6 / Rogue 12
Initiative	+4	+6	+9	+8
Senses	**Perception** +8; **See in Darkness**	**Perception** +16; **See in Darkness**	**Perception** +22; **See in Darkness**	**Perception** +26; **See in Darkness**
Defense				
Armor Class	**AC** 18, **touch** 14, **ff** 14 (+4 Dex, +2 natural, +2 leather armor)	**AC** 20, **touch** 15, **ff** 20 (+5 Dex, +2 natural, +3 masterwork studded leather armor); Two-Weapon Defense	**AC** 25, **touch** 15, **ff** 25 (+5 Dex, +4 natural, +5 *studded leather armor* +2); Two-Weapon Defense	**AC** 29, **touch** 14, **ff** 29 (-1 size, +5 Dex, +7 natural, +7 *creeping studded leather armor* +4); Two-Weapon Defense
hp / HD	**39** (6d8)+12	**94** (6d8)+(4d8)+44	**162** (6d8)+(8d8)+92	**248** (6d8)+(12d8)+156
Saves	**Fort** +4, **Ref** +9, **Will** +2	**Fort** +7, **Ref** +15, **Will** +2; +1 Reflex to avoid traps	**Fort** +10 **Ref** +20, **Will** +5; +2 Reflex to avoid traps	**Fort** +14 **Ref** +21, **Will** +7; +4 Reflex to avoid traps
Defensive Abilities	**Weakness** Light Blindness	**Weakness** Light Blindness; Evasion; Trap Sense +1; Uncanny Dodge	**Weakness** Light Blindness; Evasion; Trap Sense +2; Improved Uncanny Dodge	**Weakness** Light Blindness; Evasion; Trap Sense +4; Improved Uncanny Dodge
Offense				
Movement	**Speed** 30 ft.			
Attacks	**Melee** shortsword +8 (1d6+2/19-20) or **Ranged** blowgun +8 (1d2)	**Melee** cold iron shortsword +13/+8 (1d6+3/19-20) or **Melee** masterwork shortsword +14/+9 (1d6+3/19-20) or **Ranged** blowgun +13/+8 (1d2)	**Melee** *+1 dispelling burst shortsword* +21/+16 (1d6+6/19-20) or **Melee** *+2 corrosive shortsword* +22/+17 (1d6+7/19-20) or **Ranged** blowgun +19/+14 (1d2)	**Melee** *+3 corrosive burst shortsword* (large) +24/+19/+14 (1d8+10/19-20) or **Melee** *+3 dispelling burst shortsword* (large) +24/+19/+14 (1d8+10/19-20) or **Ranged** blowgun +18/+13/+8 (1d2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Death Throes (DC 15); Sneak Attack 3d6	Death Throes (DC 17); Sneak Attack 5d6	Death Throes (DC 19); Sneak Attack 7d6; Bleeding Attack	Death Throes (DC 21); Sneak Attack 9d6; Bleeding Attack
Prepared Spells	**Innate Spell-Like Abilities:** **At Will -** *deeper darkness, detect magic, fog cloud*			
Statistics				
Ability Scores	**Str** 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13	**Str** 16, **Dex** 23, **Con** 18, **Int** 9, **Wis** 11, **Cha** 13	**Str** 20, **Dex** 28, **Con** 22, **Int** 15, **Wis** 13, **Cha** 17	**Str** 24, **Dex** 27, **Con** 26, **Int** 15, **Wis** 13, **Cha** 17
Core Attack	**Base Atk** +4; **CMB** +6; **CMD** 20	**Base Atk** +7; **CMB** +10; **CMD** 26	**Base Atk** +10; **CMB** +15; **CMD** 34	**Base Atk** +13; **CMB** +21; **CMD** 39

	Low	Moderate	Advanced	Elite
Feats	Double Slice, Two-Weapon Fighting, Weapon Finesse	Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Critical Focus, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))	Critical Focus, Double Slice, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (Sword (Short))
Skills	Acrobatics +4, Appraise -1, Bluff +1, Climb +10, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Intimidate +1, Perception +8, Perform (Untrained) +1, Ride +4, Sleight of Hand +5, Stealth +8, Swim +2	Acrobatics +15, Bluff +1, Climb +16, Diplomacy +1, Disguise +10, Escape Artist +6, Fly +6, Heal -1, Intimidate +1, Perception +16, Perform (Untrained) +1, Ride +6, Sense Motive -1, Sleight of Hand +10, Stealth +23, Survival -1, Swim +11	Acrobatics +26, Appraise +2, Bluff +3, Climb +26, Craft (Untrained) +2, Diplomacy +3, Disguise +20, Escape Artist +9, Fly +9, Heal +1, Intimidate +16, Perception +22, Perform (Untrained) +3, Ride +9, Sense Motive +5, Sleight of Hand +22, Stealth +30, Survival +1, Swim +21	Acrobatics +29, Appraise +2, Bluff +3, Climb +32, Craft (Untrained) +2, Diplomacy +3, Disguise +24, Escape Artist +8, Fly +6, Heal +1, Intimidate +20, Perception +26, Perform (Untrained) +3, Ride +8, Sense Motive +13, Sleight of Hand +25, Stealth +29, Survival +1, Swim +27
Languages	Dark Folk, Undercommon			
Special Qualities	Humanoid Traits, Light Blindness, Poison Use (**Black Smear**--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save), See in Darkness	Camouflage, Humanoid Traits, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Trapfinding,	Camouflage, Expert Leaper, Humanoid Traits, Lasting Poison, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Trapfinding	Camouflage, Expert Leaper, Humanoid Traits, Lasting Poison, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Stealthy Sniper, Swift Poison, Trapfinding
Treasure	shortsword (x2); leather armor; blowgun; blowgun darts (10x); black smear poison 6x)	cold iron shortsword; masterwork shortsword; masterwork studded leather armor; blowgun; blowgun darts (10x); black smear poison 6x)	*+1 dispelling burst shortsword; +2 corrosive shortsword; +2 studded leather armor*; blowgun; blowgun darts (10x); black smear poison 6x)	*+3 corrosive burst shortsword (large); +3 dispelling burst shortsword (large); +4 creeping studded leather armor (large)*; blowgun; blowgun darts (10x); black smear poison 6x)

Special Abilities

Bleeding Attack (Ex) You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 9 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 21 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Expert Leaper (Ex) When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor

by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 16.

Lasting Poison (Ex) A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Poison Use (Ex) Dark Folk are skilled in the use of poison and never risk accidentally poisoning themselves. Dark Folk favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear-- injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

See in Darkness (Su) Dark Folk can see perfectly in darkness of any kind, including that created by deeper darkness.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stealthy Sniper (Ex) When a rogue with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

Swift Poison (Ex) A rogue with this talent can apply poison to a weapon as a move action, instead of a standard action.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Two-Weapon Fighting You are incredibly skilled at fighting with two weapons at the same time. You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultanoeusly, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 10. You can only deal this additional damage once each round.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Vildanna (Dullahan)

CR 8; **XP** 4,800

Description

Vildanna is a fallen paladin, once a valiant defender of the Realm, but banished to the underside of the world for dark yet necessary deeds long forgotten.

Appearance

Armed to the teeth—if her headless nature included a face and mouth in which to bare them—this dark-cloaked, lithe rider emanates a feeling of dread and despair.

Combat Tactics

Vildanna loathes the surface world, and all those who inhabit it. She yearns to reap vengeance upon all who have slighted her—which in her twisted perspective is everyone breathing life in the Realm.

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 8; **XP** 4,800	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Female Dullahan; CE Medium undead		Female Dullahan (Advanced); CE Medium undead	Female Dullahan (Advanced, Giant); CE Large undead
Class	Undead 10 / Antipaladin 2	Undead 10 / Antipaladin 4	Undead 10 / Antipaladin 6	Undead 10 / Antipaladin 8
Initiative	+7	+7	+9	+8
Senses	**Perception** +15; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Aura of Evil, Frightful Presence (30 ft., DC 21)	**Perception** +15; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Aura of Evil, Frightful Presence (30 ft., DC 21)	**Perception** +23; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Aura of Evil, Frightful Presence (30 ft., DC 23)	**Perception** +25; **Darkvision** 60 ft.; **Blindsight** 60 ft.; **Aura** Aura of Evil, Frightful Presence (30 ft., DC 23)
Defense				
Armor Class	**AC** 24, **touch** 11, **ff** 23 (+1 Dex, +10 *full plate armor +1*, +3 *heavy steel shield +1*)	**AC** 26, **touch** 11, **ff** 25 (+1 Dex, +11 *spiked full plate armor +2*, +4 *heavy steel shield +2*)	**AC** 30, **touch** 11, **ff** 29 (+1 Dex, +2 natural, +12 *spiked full plate armor +3*, +5 *heavy steel shield +3*)	**AC** 34, **touch** 10, **ff** 33 (-1 size, +1 Dex, +5 natural, +13 *spiked full plate armor +4*, +6 *heavy steel shield +4*)
hp / HD	**139** (10d8)+(2d10)+74; **Fast Healing** 5	**163** (10d8)+(4d10)+88; **Fast Healing** 5	**215** (10d8)+(6d10)+134; **Fast Healing** 5	**246** (10d8)+(8d10)+152; **Fast Healing** 5
Saves	**Fort** +18, **Ref** +12, **Will** +20	**Fort** +19, **Ref** +13, **Will** +21	**Fort** +24, **Ref** +18, **Will** +26	**Fort** +25, **Ref** +17, **Will** +27
Defensive Abilities	Channel Resistance +4; **Spell Resistance** 18; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	**Speed** 20 ft.			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** *+1 keen longsword* +18/+13 (1d8+8/17-20) or **Melee** *+1 heavy steel shield* +16 (1d4+3) or **Melee** *+1 shocking shortsword* +17/+12 (1d6+8/19-20) or **Melee** dagger +16/+11 (1d4+7/19-20) or **Ranged** dagger (thrown) +12/+7 (1d4+7/19-20) or **Melee** gauntlet +16/+11 (1d3+7)	**Melee** *+2 keen longsword* +21/+16/+11 (1d8+9/17-20) or **Melee** *+2 heavy steel shield* +18 (1d4+3) or **Melee** dagger +18/+13/+8 (1d4+7/19-20) or **Ranged** dagger (thrown) +14/+9/+4 (1d4+7/19-20) or **Melee** *+2 shocking shortsword* +20/+15/+10 (1d6+9/19-20) or **Melee** armor spikes +18/+13/+8 (1d6+7) or **Melee** gauntlet +18/+13/+8 (1d3+7)	**Melee** *+3 keen longsword* +26/+21/+16 (1d8+12/17-20) or **Melee** *+3 heavy steel shield* +22 (1d4+4) or **Melee** dagger +22/+17/+12 (1d4+9/19-20) or **Ranged** dagger (thrown) +18/+13/+8 (1d4+9/19-20) or **Melee** *+3 shocking shortsword* +25/+20/+15 (1d6+12/19-20) or **Melee** armor spikes +22/+17/+12 (1d6+9) or **Melee** gauntlet +22/+17/+12 (1d3+9)	**Melee** *+4 keen longsword* (large) +30/+25/+20 (2d6+15/17-20) or **Melee** *+4 spiked heavy steel shield* (large) +25 (1d6+5) or **Melee** armor spikes (large) +25/+20/+15 (1d8+11) or **Melee** gauntlet (spiked) (large) +25/+20/+15 (1d6+11) or **Melee** *+4 shocking shortsword* (large) +29/+24/+19 (1d8+15/19-20) or **Melee** dagger (large) +25/+20/+15 (1d6+11/19-20) or **Ranged** dagger (large/thrown) +18/+13/+8 (1d6+11/19-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			**Space** 10 ft.; **Reach** 10 ft.
Special Attacks	Chilling Blade (+1d6 cold); Death's Calling (DC 22); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 25); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 28); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 29); Summon Mount
Prepared Spells	**Antipaladin (CL 2nd):** **At Will** – *detect good*	**Antipaladin (CL 4th):** **1st** – *bane, murderous command* **At Will** – *detect good*	**Antipaladin (CL 6th):** **1st** – *bane, murderous command, protection from law* **At Will** – *detect good*	**Antipaladin (CL 8th):** **2nd** – *darkness, desecreate, hold person* **1st** – *bane, murderous command, protection from law* **At Will** – *detect good*
Statistics				
Ability Scores	**Str** 25, **Dex** 16, **Con** *, **Int** 16, **Wis** 14, **Cha** 22	**Str** 25, **Dex** 16, **Con** *, **Int** 16, **Wis** 14, **Cha** 22	**Str** 29, **Dex** 20, **Con** *, **Int** 20, **Wis** 18, **Cha** 27	**Str** 33, **Dex** 18, **Con** *, **Int** 20, **Wis** 18, **Cha** 27
Core Attack	**Base Atk** +9; **CMB** +16; **CMD** 29	**Base Atk** +11; **CMB** +18; **CMD** 31	**Base Atk** +13; **CMB** +22; **CMD** 37	**Base Atk** +15; **CMB** +27; **CMD** 41
Feats	Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Critical Focus, Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -3, Appraise +3, Bluff +6, Climb +1, Craft (Untrained) +3, Diplomacy +6, Disguise +6, Escape Artist -3, Fly -3, Handle Animal +21, Heal +2, Intimidate +21, Perception +15, Perform (Untrained) +6, Ride +12, Sense Motive +15, Spellcraft +18, Stealth +12, Survival +2, Swim +1	Acrobatics -3, Appraise +3, Bluff +6, Climb +1, Craft (Untrained) +3, Diplomacy +6, Disguise +6, Escape Artist -3, Fly -3, Handle Animal +23, Heal +2, Intimidate +23, Perception +15, Perform (Untrained) +6, Ride +14, Sense Motive +15, Spellcraft +20, Stealth +14, Survival +2, Swim +1	Acrobatics -1, Appraise +5, Bluff +8, Climb +16, Craft (Untrained) +5, Diplomacy +8, Disguise +21, Escape Artist -1, Fly -1, Handle Animal +27, Heal +4, Intimidate +27, Perception +23, Perform (Untrained) +8, Ride +18, Sense Motive +23, Spellcraft +24, Stealth +18, Survival +4, Swim +3	Acrobatics -2, Appraise +5, Bluff +8, Climb +19, Craft (Untrained) +5, Diplomacy +8, Disguise +22, Escape Artist -2, Fly -4, Handle Animal +29, Heal +4, Intimidate +29, Perception +25, Perform (Untrained) +8, Ride +19, Sense Motive +25, Spellcraft +26, Stealth +13, Survival +4, Swim +5
Languages	Common, Undercommon, Infernal, Abyssal			
Special Qualities	Aura of Evil, Blindsight, Darkvision, Detect Good, Fast Healing 5, Frightful Presence (30 ft., DC 21), Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Fast Healing 5, Frightful Presence (30 ft., DC 21), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Enhance Weapon, Fast Healing 5, Frightful Presence (30 ft., DC 23), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Despair, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Enhance Weapon, Fast Healing 5, Frightful Presence (30 ft., DC 23), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience
Treasure	*+1 keen longsword; +1 heavy steel shield; +1 full plate armor; +1 shocking shortsword;* dagger (2x); gauntlet	*+2 keen longsword; +2 heavy steel shield; +2 spiked full plate armor; +2 shocking shortsword;* dagger (2x); gauntlet	*+3 keen longsword; +3 heavy steel shield; +3 spiked full plate armor; +3 shocking shortsword;* dagger (2x); gauntlet	*+4 keen longsword (large); +4 spiked heavy steel shield (large); +4 spiked full plate armor (large); +4 shocking shortsword (large);* dagger (2x, large); spiked gauntlet (large)
MAGIC				
Spells per Day	-	**Antipaladin (CL 2nd):** 0/2/0/0/0/0/0/0/0 DC: 17+spell level	**Antipaladin (CL 4th):** 0/3/0/0/0/0/0/0/0 DC: 19+spell level	**Antipaladin (CL 8th):** 0/3/3/0/0/0/0/0/0 DC: 19+spell level

Special Abilities

Aura of Cowardice (Su) You radiate a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead.

Aura of Despair (Su) Enemies within 10 feet of you take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while you remain conscious, not if you are unconscious or dead.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Channel Negative Energy (Su) You can unleash a wave of negative energy. You must choose to deal 4d6 points of negative energy damage to living creatures or to heal undead creatures of 4d6 points of damage. Creatures that take damage from channeled energy receive a DC 22 Will save to halve the damage. Using this ability consumes two uses of your touch of corruption ability.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Chilling Blade (Su) A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the keen weapon property.

Cruelty At 3rd level, and every three levels thereafter, an

antipaladin can select one cruelty. Each cruelty adds an effect to the antipaladin's touch of corruption ability. Whenever the antipaladin uses touch of corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the antipaladin. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is 22.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 29 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.

Detect Good (Sp) At will, you can use Detect Good, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect good in any other object or individual within range.

Diseased (Su) Whenever you use Touch of Corruption to deal damage to one target, the target also contracts a disease, as if you had cast Contagion (caster level 8).

Enhance Weapon Your fiendish boon allows you to enhance your weapon as a standard action by calling upon the aid of a fiendish spirit for 8 minutes. When called, the spirit causes the weapon to shed unholy light as a torch. This spirit grants the weapon a +2 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: flaming, keen, vicious (+1), anarchic, flaming burst, unholy, wounding (+2), speed (+3), and vorpal (+5). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 1 times per day. If a weapon bonded with a fiendish spirit is destroyed, you lose the use of this ability for 30 days, or until you gains a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Fast Healing (Ex) You regain hit points at 5 hit points per round. You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 23). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Plague Bringer (Ex) The powers of darkness make you a beacon of corruption and disease. You do not take any damage or from diseases. You can still contract diseases and spread them to others, but You are otherwise immune to their effects.

Shaken (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also shaken for 8 rounds.

Sickened (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also sickened for 8 rounds.

Smite Good (Su) You can call out to the dark powers to crush the forces of good 3 times per day. As a swift action, you choose one target within sight to smite. If this target is good, you add +8 to your attack rolls and +8 on all damage rolls made against the target of your smite. If the target of Smite Good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +16. Regardless of the target, Smite Good attacks automatically bypass any DR the creature might possess. In addition, while Smite Good is in effect, you gains a +8 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite Good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

Touch of Corruption (Su) You surrounds your hand with a fiendish flame, causing terrible wounds to open on those you touch. You can use this ability 12 times per day. As a touch attack, you can cause 4d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 4d6 hit points. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unholy Resilience (Su) At 2nd level, an antipaladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Feats

Ability Focus (Death's Calling) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may

move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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Badger

CR 1/2; **XP** 200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Badger; TM Small animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+1	+2	+2	+3
Senses	**Perception** +8; **Scent; Low-Light Vision**	**Perception** +11; **Scent; Low-Light Vision**	**Perception** +20; **Scent; Low-Light Vision**	**Perception** +25; **Scent; Low-Light Vision**
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 11 (+1 size, +1 Dex, +1 natural)	**AC** 14, **touch** 13, **ff** 11 (+1 size, +2 Dex, +1 natural)	**AC** 14, **touch** 13, **ff** 11 (+1 size, +2 Dex, +1 natural)	**AC** 18, **touch** 14, **ff** 15 (+1 size, +3 Dex, +4 natural)
hp / HD	**3** (1d8)+2	**25** (4d8)+8	**62** (10d8)+20	**91** (15d8)+30
Saves	**Fort** +4, **Ref** +3, **Will** +1	**Fort** +6, **Ref** +6, **Will** +2	**Fort** +9, **Ref** +9, **Will** +4	**Fort** +11, **Ref** +12, **Will** +6
Offense				
Movement	**Speed** 30 ft.; **Burrow** 10 ft.			
Attacks	**Melee** bite +1 (1d3) or **Melee** claw +1/+1 (1d2)	**Melee** bite +5 (1d3) or **Melee** claw +4/+4 (1d2)	**Melee** bite +9 (1d4) or **Melee** claw +9/+9 (1d3)	**Melee** bite +13 (1d4) or **Melee** claw +13/+13 (1d3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Blood Rage			
Statistics				
Ability Scores	**Str** 10, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 10, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 10, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 10, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Core Attack	**Base Atk** +0; **CMB** -1; **CMD** 10 (14 vs. trip)	**Base Atk** +3; **CMB** +2; **CMD** 14 (18 vs. trip)	**Base Atk** +7; **CMB** +6; **CMD** 18 (22 vs. trip)	**Base Atk** +11; **CMB** +10; **CMD** 23 (27 vs. trip)
Feats	Skill Focus (Perception)	Skill Focus (Perception), Weapon Focus (Bite)	Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)	Improved Natural Armor (3x), Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)
Skills	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +7, Fly +5, Heal +1, Intimidate -2, Perception +25, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +7, Survival +1
Languages	None			
Special Qualities	Low-Light Vision, Scent			
Treasure	-	-	-	-

Special Abilities

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Bat

CR 1/8; **XP** 50

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/8; **XP** 50	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Bat; TN Diminutive animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+2**	**+3**	**+3**	**+4**
Senses	**Perception** +6; **Blindsense** 20ft.; **Low-Light Vision**	**Perception** +6; **Blindsense** 20ft.; **Low-Light Vision**	**Perception** +9; **Blindsense** 20ft.; **Low-Light Vision**	**Perception** +9; **Blindsense** 20ft.; **Low-Light Vision**
Defense				
Armor Class	**AC** 16, **touch** 16, **ff** 14 (+2 Dex, +4 size)	**AC** 17, **touch** 17, **ff** 14 (+3 Dex, +4 size)	**AC** 17, **touch** 17, **ff** 14 (+3 Dex, +4 size)	**AC** 18, **touch** 18, **ff** 14 (+4 Dex, +4 size)
hp / HD	**3** (1d8)-2	**8** (4d8)-8	**33** (10d8)-20	**55** (15d8)-30
Saves	**Fort** +0, **Ref** +4, **Will** +2	**Fort** +2, **Ref** +7, **Will** +3	**Fort** +5, **Ref** +10, **Will** +5	**Fort** +9, **Ref** +13, **Will** +9
Offense				
Movement	**Speed** 5 ft.; **Fly** 40 ft. (Good)			
Attacks	**Melee** bite +6 (1d2-5)	**Melee** bite +11 (1d2-5)	**Melee** bite +15 (1d3-5)	**Melee** bite +20 (1d3-5)
Space / Reach	**Space** 1 ft.; **Reach** 0 ft.			
Statistics				
Ability Scores	**Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5	**Str** 1, **Dex** 16, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5	**Str** 1, **Dex** 17, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5	**Str** 1, **Dex** 18, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5
Core Attack	**Base Atk** +0; **CMB** -2; **CMD** 3	**Base Atk** +3; **CMB** +2; **CMD** 7	**Base Atk** +7; **CMB** +6; **CMD** 11	**Base Atk** +11; **CMB** +11; **CMD** 16

	Low	Moderate	Advanced	Elite
Feats	Weapon Finesse	Weapon Finesse, Weapon Focus (Bite)	Alertness, Improved Natural Attack (Bite), Uncanny Alertness, Weapon Finesse, Weapon Focus (Bite)	Alertness, Flyby Attack, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Uncanny Alertness, Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +9, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +16, Heal +2, Intimidate -3, Perception +6, Perform (Untrained) -3, Ride +2, Sense Motive +2, Stealth +14, Survival +2, Swim +2	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +20, Heal +2, Intimidate -3, Perception +6, Perform (Untrained) -3, Ride +3, Sense Motive +2, Stealth +15, Survival +2, Swim +3	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +26, Heal +2, Intimidate -3, Perception +9, Perform (Untrained) -3, Ride +3, Sense Motive +5, Stealth +15, Survival +2, Swim +3	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +13, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +32, Heal +2, Intimidate -3, Perception +9, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim +4
Languages	Common			
Special Qualities	Blindsense, Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Blindsense (Ex) Range 20 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a + 1 bonus on all attack rolls you make using the selected weapon.

Bat Swarm

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 10; **XP** 9,600	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Bat Swarm; TN Diminutive animal (swarm)			
Class	Animal 3	Animal 8	Animal 13	Animal 18
Initiative	**+2**	**+3**	**+4**	**+4**
Senses	**Perception** +11; **Blindsense** (20 ft.); **Low-Light Vision**	**Perception** +18; **Blindsense** (20 ft.); **Low-Light Vision**	**Perception** +29; **Blindsense** (20 ft.); **Low-Light Vision**	**Perception** +34; **Blindsense** (20 ft.); **Low-Light Vision**
Defense				
Armor Class	**AC** 16, **touch** 16, **ff** 14 (+4 size, +2 Dex)	**AC** 17, **touch** 17, **ff** 14 (+4 size, +3 Dex)	**AC** 18, **touch** 18, **ff** 14 (+4 size, +4 Dex)	**AC** 18, **touch** 18, **ff** 14 (+4 size, +4 Dex)
hp / HD	**15** (3d8)	**35** (8d8)	**60** (13d8)	**83** (18d8)
Saves	**Fort** +3, **Ref** +7, **Will** +3	**Fort** +6, **Ref** +11, **Will** +4	**Fort** +10, **Ref** +14, **Will** +8	**Fort** +13, **Ref** +17, **Will** +10
Defensive Abilities	Immune to Critical Hits, Flanking, Weapon Damage			
Offense				
Movement	**Speed** 5 ft. ; **Fly** 40 ft. (Good)			
Attacks	**Melee** swarm (1d6)	**Melee** swarm (1d8)	**Melee** swarm (1d8)	**Melee** swarm (1d8)
Space / Reach	**Space** 1 ft.; **Reach** 0 ft.			
Special Attacks	Distraction, Wounding			
Statistics				
Ability Scores	**Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4	**Str** 3, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4	**Str** 3, **Dex** 18, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4	**Str** 3, **Dex** 19, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4
Core Attack	**Base Atk** +2; **CMB** +0; **CMD** 6 (can't be tripped)	**Base Atk** +6; **CMB** +5; **CMD** 11 (can't be tripped)	**Base Atk** +9; **CMB** +9; **CMD** 15 (can't be tripped)	**Base Atk** +13; **CMB** +13; **CMD** 19 (can't be tripped)
Feats	Lightning Reflexes, Skill Focus (Perception)	Alertness, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception)	Alertness, Great Fortitude, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Uncanny Alertness	Alertness, Great Fortitude, Improved Great Fortitude, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Uncanny Alertness, Weapon Focus (Swarm)
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +2, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +12, Heal +2, Intimidate -3, Perception +11, Perform (Untrained) -3, Ride +2, Sense Motive +2, Stealth +14, Survival +2, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +3, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +13, Heal +2, Intimidate -3, Perception +18, Perform (Untrained) -3, Ride +3, Sense Motive +4, Stealth +15, Survival +2, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +4, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +14, Heal +2, Intimidate -3, Perception +29, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +4, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +14, Heal +2, Intimidate -3, Perception +34, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim -4
Languages	None			
Special Qualities	Blindsense, Can't Be Tripped, Low-Light Vision			

	Low	Moderate	Advanced	Elite
Treasure	-	-	-	-

Special Abilities

Blindsense (Ex) Range 20 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 19) negates the effect.

Immunity to Critical Hits (Ex) You are never subject to critical hits.

Immunity to Flanking (Ex) You cannot be flanked.

Immunity to Weapon Damage (Ex) You are never subject to weapon damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Natural Attack (Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Focus (Swarm) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Dog

CR 1/3; **XP** 135

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Dog; TN Small animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+1**	**+1**	**+1**	**+2**
Senses	**Perception** +8; **Scent; Low-Light Vision**	**Perception** +11; **Scent; Low-Light Vision**	**Perception** +20; **Scent; Low-Light Vision**	**Perception** +25; **Scent; Low-Light Vision**
Defense				
Armor Class	**AC** 13, **touch** 12, **ff** 12 (+1 size, +1 Dex, +1 natural)	**AC** 13, **touch** 12, **ff** 12 (+1 size, +1 Dex, +1 natural)	**AC** 13, **touch** 12, **ff** 12 (+1 size, +1 Dex, +1 natural)	**AC** 17, **touch** 13, **ff** 15 (+1 size, +2 Dex, +4 natural)
hp / HD	7 (1d8)+2	**23** (4d8)+8	**60** (10d8)+20	**95** (15d8)+30
Saves	**Fort** +4, **Ref** +3, **Will** +1	**Fort** +6, **Ref** +5, **Will** +2	**Fort** +9, **Ref** +8, **Will** +4	**Fort** +11, **Ref** +11, **Will** +6
Offense				
Movement	**Speed** 40 ft.			**Speed** 45 ft.

	Low	Moderate	Advanced	Elite
Attacks	**Melee** bite +2 (1d4+1)	**Melee** bite +6 (1d4+3)	**Melee** bite +10 (1d4+3)	**Melee** bite +15 (1d6+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 14, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 15, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6	**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)	**Base Atk** +3; **CMB** +4; **CMD** 15 (19 vs. trip)	**Base Atk** +7; **CMB** +8; **CMD** 19 (23 vs. trip)	**Base Atk** +11; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats	Skill Focus (Perception)	Run, Skill Focus (Perception)	Fleet, Run, Skill Focus (Perception)	Fleet, Improved Natural Armor (3x), Improved Natural Attack (Bite), Run, Skill Focus (Perception), Weapon Focus (Bite)
Skills	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +1	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +2	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +2	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +4, Heal +1, Intimidate -2, Perception +25, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1, Swim +2
Languages	None			
Special Qualities	Low-Light Vision, Scent			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Fox

CR 1/4; **XP** 100

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ½; **XP** 100	**CR** 4; **XP** 1,200	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Fox; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+2**	**+3**	**+3**	**+4**
Senses	**Perception** +5; **Low-Light Vision**	**Perception** +8; **Low-Light Vision**	**Perception** +14; **Low-Light Vision**	**Perception** +19; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**2** (1d8)-1	**11** (4d8)-4	**35** (10d8)-10	**45** (15d8)-15
Saves	**Fort** +1, **Ref** +4, **Will** +1	**Fort** +3, **Ref** +7, **Will** +2	**Fort** +8, **Ref** +10, **Will** +6	**Fort** +10, **Ref** +13, **Will** +8
Offense				
Movement	**Speed** 40 ft.	**Speed** 45 ft.		
Attacks	**Melee** bite -2 (1d3-4)	**Melee** bite +1 (1d3-4)	**Melee** bite +5 (1d4-4)	**Melee** bite +10 (1d4-4
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			
Statistics				
Ability Scores	**Str** 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 16, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 17, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 18, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 6	**Base Atk** +3; **CMB** +4; **CMD** 10	**Base Atk** +7; **CMB** +8; **CMD** 14	**Base Atk** +11; **CMB** +13; **CMD** 19
Feats	Run	Fleet, Run	Fleet, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Run	Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Natural Attack (Bite), Iron Will, Run, Weapon Focus (Bite)
Skills	Acrobatics +2, Appraise -5, Artistry -5, Bluff -4, Climb +2, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +5, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +10, Survival +1, Swim -4	Acrobatics +3, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +11, Survival +1, Swim -4	Acrobatics +3, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +14, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +11, Survival +1, Swim -4	Acrobatics +4, Appraise -5, Artistry -5, Bluff -4, Climb +4, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +19, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +12, Survival +1, Swim -4
Languages	None			
Special Qualities	Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of

this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Fungal Crawler

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 6; **XP** 2,400	**CR** 10; **XP** 9,600	**CR** 14; **XP** 38,400
Sex / Race	Male or Female Fungal Crawler; TN Small aberration			
Class	Aberration 5	Aberration 8	Aberration 12	Aberration 17
Initiative	+9	+9	+9	+9
Senses	**Perception** +6; **Darkvision** 60 ft.	**Perception** +9; **Darkvision** 60 ft.	**Perception** +12; **Darkvision** 60 ft.	**Perception** +16; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 16, **touch** 16, **ff** 11 (+1 size, +5 Dex)	**AC** 16, **touch** 16, **ff** 11 (+1 size, +5 Dex)	**AC** 16, **touch** 16, **ff** 11 (+1 size, +5 Dex)	**AC** 16, **touch** 16, **ff** 11 (+1 size, +5 Dex)
hp / HD	**29** (4d8)+8	**58** (8d8)+16	**86** (12d8)+24	**125** (17d8)+34
Saves	**Fort** +3, **Ref** +6, **Will** +5	**Fort** +4, **Ref** +7, **Will** +7	**Fort** +6, **Ref** +9, **Will** +9	**Fort** +9, **Ref** +12, **Will** +11
Defensive Abilities	Plant Defenses; Immune to Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Stunning			
Offense				
Movement	**Speed** 20 ft.; **Climb** 40 ft.			
Attacks	**Melee** bite +6 (1d6+2) or **Melee** claw +6/+6 (1d4+2)	**Melee** bite +9 (1d8+2) or **Melee** claw +9/+9 (1d6+2)	**Melee** bite +14 (1d8+3) or **Melee** claw +14/+14 (1d6+3)	**Melee** bite +17 (1d8+3) or **Melee** claw +17/+17 (1d6+3)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Leap, Poison (bite)			
Statistics				
Ability Scores	**Str** 14, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7	**Str** 15, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7	**Str** 16, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7	**Str** 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7
Core Attack	**Base Atk** +3; **CMB** +4; **CMD** 19 (23 vs. trip)	**Base Atk** +6; **CMB** +7; **CMD** 22 (26 vs. trip)	**Base Atk** +9; **CMB** +11; **CMD** 26 (30 vs. trip)	**Base Atk** +12; **CMB** +14; **CMD** 29 (33 vs. trip)

	Low	Moderate	Advanced	Elite
Feats	Improved Initiative, Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up, Weapon Focus (Bite, Claw)	Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Step Up, Weapon Focus (Bite, Claw)
Skills	Acrobatics +10, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +11, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +9, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +12, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +12, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3	Acrobatics +13, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +16, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3
Languages	None			
Special Qualities	Darkvision			
Treasure	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Leap (Ex) A fungal crawler can perform a special kind of pounce attack by jumping into combat. When a fungal crawler charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Plant Defenses (Ex) A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Poison (Ex) Bite - injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d2 Str and 1d2 Con; cure 1 save.

Leech, Giant

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 5; **XP** 1,600	**CR** 11; **XP** 12,800	**CR** 14; **XP** 38,400
Sex / Race	Neuter Giant Leech; TN Medium vermin (aquatic)			
Class	Vermin 3	Vermin 6	Vermin 12	Vermin 15
Initiative	+1	+1	+1	+1
Senses	**Perception** +0, **Scent**, **Blindsight** 30 ft. **Darkvision** 60 ft.	**Perception** +0, **Scent**, **Blindsight** 30 ft. **Darkvision** 60 ft.	**Perception** +0, **Scent**, **Blindsight** 30 ft. **Darkvision** 60 ft.	**Perception** +0, **Scent**, **Blindsight** 30 ft. **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)	**AC** 11, **touch** 11, **ff** 10 (+1 Dex)
hp / HD	**12** (3d8)+6	**35** (6d8)+12	**67** (12d8)+24	**88** (15d8)+30
Saves	**Fort** +5, **Ref** +2, **Will** +1	**Fort** +7, **Ref** +3, **Will** +2	**Fort** +10, **Ref** +5, **Will** +4	**Fort** +11, **Ref** +6, **Will** +5
Defensive Abilities	Immune to Mind-Affecting Effects; Susceptible to Salt			

	Low	Moderate	Advanced	Elite
Offense				
Movement	**Speed** 5 ft.; **Swim** 20 ft.			
Attacks	**Melee** bite +2 (1d6)	**Melee** bite +5 (1d6+1)	**Melee** bite +11 (1d6+2)	**Melee** bite +13 (1d6+2)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Attach, Blood Drain			
Statistics				
Ability Scores	**Str** 11, **Dex** 12, **Con** 14, **Int** *, **Wis** 10, **Cha** 1	**Str** 12, **Dex** 12, **Con** 14, **Int** *, **Wis** 10, **Cha** 1	**Str** 14, **Dex** 12, **Con** 14, **Int** *, **Wis** 10, **Cha** 1	**Str** 14, **Dex** 12, **Con** 14, **Int** *, **Wis** 10, **Cha** 1
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 13 (can't be tripped)	**Base Atk** +4; **CMB** +5; **CMD** 16 (can't be tripped)	**Base Atk** +9; **CMB** +11; **CMD** 22 (can't be tripped)	**Base Atk** +11; **CMB** +13; **CMD** 24 (can't be tripped)
Feats	-	-	-	-
Skills	Acrobatics +1, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +8	Acrobatics +1, Bluff -5, Climb +1, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +9	Acrobatics +1, Bluff -5, Climb +2, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +10	Acrobatics +1, Bluff -5, Climb +2, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +10
Languages	None			
Special Qualities	Blindsight, Can't Be Tripped, Darkvision, Scent, Susceptible to Salt, Vermin Traits			
Treasure	-	-	-	-

Special Abilities

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapplies. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself--if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blindsight (Ex) Range 30 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Susceptible to Salt (Ex) A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

Lizard

CR 1/6; **XP** 65

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/6; **XP** 65	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Lizard; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+7	+8
Senses	**Perception** +1; **Low-Light Vision**	**Perception** +1; **Low-Light Vision**	**Perception** +1; **Low-Light Vision**	**Perception** +1; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**5** (1d8)-1	**14** (4d8)-4	**34** (10d8)-10	**54** (15d8)-15
Saves	**Fort** +1, **Ref** +4, **Will** +1	**Fort** +3, **Ref** +7, **Will** +2	**Fort** +6, **Ref** +10, **Will** +4	**Fort** +10, **Ref** +13, **Will** +8
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.	**Speed** 25 ft.; **Climb** 20 ft.		
Attacks	**Melee** bite +4 (1d3-4)	**Melee** bite +8 (1d3-4)	**Melee** bite +13 (1d4-4)	**Melee** bite +18 (1d4-4)
Space / Reach	**Space** 2.5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 16, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 17, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2	**Str** 3, **Dex** 18, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)	**Base Atk** +3; **CMB** +4; **CMD** 10 (14 vs. trip)	**Base Atk** +7; **CMB** +8; **CMD** 14 (18 vs. trip)	**Base Atk** +11; **CMB** +13; **CMD** 19 (23 vs. trip)
Feats	Weapon Finesse	Fleet, Weapon Finesse	Fleet, Improved Initiative, Improved Natural Attack (Bite), Weapon Finesse, Weapon Focus (Bite)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Stealthy, Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +10, Appraise -5, Artistry -5, Bluff -4, Climb +16, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +2	Acrobatics +11, Appraise -5, Artistry -5, Bluff -4, Climb +18, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +18, Survival +1, Swim +3	Acrobatics +11, Appraise -5, Artistry -5, Bluff -4, Climb +18, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +24, Survival +1, Swim +3	Acrobatics +12, Appraise -5, Artistry -5, Bluff -4, Climb +20, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +8, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +34, Survival +1, Swim +4
Languages	None			
Special Qualities	Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

see outdoors on a moonlit night as well as they can during the day.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon

Owl, Great Horned

CR 1/2; **XP** 200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Great Horned Owl; TN Small animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+2**	**+2**	**+2**	**+6**
Senses	**Perception** +10; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**	**Perception** +10; **Low-Light Vision**
Defense				
Armor Class	**AC** 15, **touch** 13, **ff** 13 (+1 size, +2 Dex, +2 natural)	**AC** 16, **touch** 13, **ff** 14 (+1 size, +2 Dex, +3 natural)	**AC** 18, **touch** 13, **ff** 16 (+1 size, +2 Dex, +5 natural)	**AC** 21, **touch** 13, **ff** 18 (+1 size, +3 Dex, +7 natural)
hp / HD	**8** (1d8)+1	**21** (4d8)+4	**63** (10d8)+10	**92** (15d8)+15
Saves	**Fort** +3, **Ref** +4, **Will** +4	**Fort** +5, **Ref** +6, **Will** +5	**Fort** +8, **Ref** +9, **Will** +7	**Fort** +10, **Ref** +12, **Will** +9
Offense				
Movement	**Speed** 10 ft.; **Fly** 60 ft. (Average)			
Attacks	**Melee** claw +0/+0 (1d4-1)	**Melee** claw +3/+3 (1d4-1)	**Melee** claw +8/+8 (1d6)	**Melee** claw +12/+12 (1d6)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 15, **Con** 13, **Int** 2, **Wis** 18, **Cha** 6	**Str** 9, **Dex** 15, **Con** 13, **Int** 2, **Wis** 18, **Cha** 6	**Str** 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 18, **Cha** 6	**Str** 10, **Dex** 16, **Con** 13, **Int** 2, **Wis** 18, **Cha** 6
Core Attack	**Base Atk** +0; **CMB** -2; **CMD** 10	**Base Atk** +3; **CMB** +1; **CMD** 13	**Base Atk** +7; **CMB** 6; **CMD** 18	**Base Atk** +11; **CMB** +10; **CMD** 23
Feats	Alertness	Alertness, Improved Natural Armor	Alertness, Improved Natural Armor (3x), Improved Natural Attack (Claw)	Alertness, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Claw)

	Low	Moderate	Advanced	Elite
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb -1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +12, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4, Swim -1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb -1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +15, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4, Swim -1,	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +21, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +27, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +3, Sense Motive +6, Stealth +11, Survival +4
Languages	None			
Special Qualities	Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Raccoon

CR 1/2; **XP** 200

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/2; **XP** 200	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Raccoon; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+2**	**+6**	**+6**	**+7**
Senses	**Perception** +3; **Low-Light Vision**	**Perception** +3; **Low-Light Vision**	**Perception** +3; **Low-Light Vision**	**Perception** +5; **Low-Light Vision**
Defense				
Armor Class	**AC** 15, **touch** 14, **ff** 13 (+2 size, +2 Dex, +1 natural)	**AC** 15, **touch** 14, **ff** 13 (+2 size, +2 Dex, +1 natural)	**AC** 15, **touch** 14, **ff** 13 (+2 size, +2 Dex, +1 natural)	**AC** 16, **touch** 15, **ff** 13 (+2 size, +3 Dex, +1 natural)
hp / HD	**4** (1d8)	**13** (4d8)	**34** (10d8)	**57** (15d8)
Saves	**Fort** +2, **Ref** +4, **Will** +3	**Fort** +4, **Ref** +6, **Will** +4	**Fort** +9, **Ref** +9, **Will** +8	**Fort** +11, **Ref** +12, **Will** +10
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.			**Speed** 25 ft.; **Climb** 20 ft.
Attacks	**Melee** bite +1 (1d3-1)	**Melee** bite +4 (1d3-1)	**Melee** bite +9 (1d4)	**Melee** bite +13 (1d4)

	Low	Moderate	Advanced	Elite
Space / Reach	**Space** 2.5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 8, **Dex** 15, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5	**Str** 9, **Dex** 15, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5	**Str** 10, **Dex** 15, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5	**Str** 10, **Dex** 16, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 9	**Base Atk** +3; **CMB** +3; **CMD** 12	**Base Atk** +7; **CMB** +7; **CMD** 17	**Base Atk** +11; **CMB** +12; **CMD** 22
Feats	Stealthy	Improved Initiative, Stealthy	Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Stealthy	Alertness, Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Run, Stealthy
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +16, Survival +3, Swim -1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +19, Survival +3, Swim -1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +27, Survival +3	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +5, Fly +7, Heal +3, Intimidate -3, Perception +5, Perform (Untrained) -3, Ride +3, Sense Motive +5, Stealth +33, Survival +3
Languages	None			
Special Qualities	Low-Light Vision			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Rat, Common

CR 1/3; **XP** 135

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ¼; **XP** 100	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Rat; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	**+2**	**+7**	**+7**	**+8**
Senses	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**8** (1d8)	**21** (4d8)	**52** (10d8)	**82** (15d8)
Saves	**Fort** +2, **Ref** +4, **Will** +1	**Fort** +4, **Ref** +7, **Will** +2	**Fort** +7, **Ref** +10, **Will** +4	**Fort** +11, **Ref** +15, **Will** +8
Offense				
Movement	**Speed** 15 ft.; **Climb** 15 ft.; **Swim** 15 ft.			
Attacks	**Melee** bite +4 (1d3-4)	Melee bite +8 (1d3-4)	**Melee** bite +13 (1d4-4)	**Melee** bite +18 (1d4-4)
Space / Reach	**Space** 2.5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 16, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 18, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)	**Base Atk** +3; **CMB** +4; **CMD** 10 (14 vs. trip)	**Base Atk** +7; **CMB** +8; **CMD** 14 (18 vs. trip)	**Base Atk** +11; **CMB** +13; **CMD** 19 (23 vs. trip)
Feats	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Improved Natural Attack (Bite), Skill Focus (Stealth), Weapon Finesse, Weapon Focus (Bite)	Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -4, Climb +16, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +18, Survival +1, Swim +10	Acrobatics +3, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +22, Survival +1, Swim +11	Acrobatics +3, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +34, Survival +1, Swim +11	Acrobatics +4, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +40, Survival +1, Swim +12
Languages	None			
Special Qualities	Low-Light Vision, Scent			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Rat Swarm

CR 3; **XP** 800

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 3; **XP** 800	**CR** 5; **XP** 1,600	**CR** 10; **XP** 9,600	**CR** 12; **XP** 19,200
Sex / Race	Male or Female Rat Swarm; TN Tiny animal (swarm)			
Class	Animal 3	Animal 8	Animal 13	Animal 18
Initiative	+6	+7	+8	+8
Senses	**Perception** +8; **Scent; Low-Light Vision**	**Perception** +10; **Scent; Low-Light Vision**	**Perception** +12; **Scent; Low-Light Vision**	**Perception** +14; **Scent; Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**17** (3d8)+3	**45** (8d8)+8	**71** (13d8)+13	**113** (18d8)+36
Saves	**Fort** +4, **Ref** +5, **Will** +2	**Fort** +7, **Ref** +9, **Will** +3	**Fort** +11, **Ref** +14, **Will** +7	**Fort** +15, **Ref** +17, **Will** +9
Defensive Abilities	Immune to Critical Hits, Flanking, Weapon Damage			
Offense				
Movement	**Speed** 15 ft.; **Climb** 15 ft; **Swim** 15 ft.	**Speed** 20 ft.; **Climb** 15 ft; **Swim** 15 ft.		
Attacks	**Melee** swarm (1d6)	**Melee** swarm (1d8)	**Melee** swarm (1d8)	**Melee** swarm (1d8)
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			
Special Attacks	Disease, Distraction			

	Low	Moderate	Advanced	Elite
Statistics				
Ability Scores	**Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 18, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2	**Str** 2, **Dex** 18, **Con** 14, **Int** 2, **Wis** 13, **Cha** 2
Core Attack	**Base Atk** +2; **CMB** +2; **CMD** 8 (can't be tripped)	**Base Atk** +6; **CMB** +7; **CMD** 13 (can't be tripped)	**Base Atk** +9; **CMB** +11; **CMD** 17 (can't be tripped)	**Base Atk** +13; **CMB** +15; **CMD** 21 (can't be tripped)
Feats	Improved Initiative, Skill Focus (Perception)	Fleet, Improved Initiative, Improved Natural Attack (Swarm), Skill Focus (Perception)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Run, Skill Focus (Perception, Stealth)
Skills	Acrobatics +6, Appraise -4, Artistry -4, Bluff -4, Climb +16, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +10	Acrobatics +8, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +10, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +17, Survival +1, Swim +11	Acrobatics +10, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +12, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +20, Survival +1, Swim +12	Acrobatics +11, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +14, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +25, Survival +1, Swim +12
Languages	None			
Special Qualities	Can't Be Tripped, Low-Light Vision, Scent			
Treasure	-	-	-	-

Special Abilities

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Disease (Ex) Filth Fever-Bite injury; Save Fort DC 21; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 21) negates the effect.

Immunity to Critical Hits (Ex) You are never subject to critical hits.

Immunity to Flanking (Ex) You cannot be flanked.

Immunity to Weapon Damage (Ex) You are never subject to weapon damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your

normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Scorpion, Greensting

CR 1/4; **XP** 100

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ¼; **XP** 100	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Greensting Scorpion; TN Tiny vermin (mindless)			
Class	Vermin 1	Vermin 4	Vermin 10	Vermin 15
Initiative	+3	+3	+4	+4
Senses	**Perception** +4; **Tremorsense** 60 ft.; **Darkvision** 60 ft.	**Perception** +4; **Tremorsense** 60 ft.; **Darkvision** 60 ft.	**Perception** +4; **Tremorsense** 60 ft.; **Darkvision** 60 ft.	**Perception** +4; **Tremorsense** 60 ft.; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 20, **touch** 15, **ff** 17 (+2 size, +3 Dex, +5 natural)	**AC** 20, **touch** 15, **ff** 17 (+2 size, +3 Dex, +5 natural)	**AC** 21, **touch** 16, **ff** 17 (+2 size, +4 Dex, +5 natural)	**AC** 21, **touch** 16, **ff** 17 (+2 size, +4 Dex, +5 natural)
hp / HD	**7** (1d8)	**19** (4d8)	**51** (10d8)	**77** (15d8)
Saves	**Fort** +2, **Ref** +3, **Will** +0	**Fort** +4, **Ref** +4, **Will** +1	**Fort** +7, **Ref** +7, **Will** +3	**Fort** +9, **Ref** +9, **Will** +5
Defensive Abilities	Immune to Mind-Affecting Effects			
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** claw -2/-2 (1d2-4) or **Melee** sting -2 (1d2-4)	**Melee** claw +1/+1 (1d2-4) or **Melee** sting +1 (1d2-4)	**Melee** claw +5/+5 (1d2-4) or **Melee** sting +5 (1d2-4)	**Melee** claw +9/+9 (1d2-4) or **Melee** sting +9 (1d2-4)
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			
Special Attacks	Constrict (2d2-4), Grab, Poison (DC 12)	Constrict (2d2-4), Grab, Poison (DC 14)	Constrict (2d2-4), Grab, Poison (DC 17)	Constrict (2d2-4), Grab, Poison (DC 19)
Statistics				
Ability Scores	**Str** 3, **Dex** 16, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 17, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 18, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 18, **Con** 11, **Int** *, **Wis** 10, **Cha** 2
Core Attack	**Base Atk** +0; **CMB** +1 (+5 grapple); **CMD** 7 (19 vs. trip)	**Base Atk** +3; **CMB** +4 (+8 grapple); **CMD** 10 (22 vs. trip)	**Base Atk** +7; **CMB** +9 (+13 grapple); **CMD** 15 (27 vs. trip)	**Base Atk** +11; **CMB** +13 (+17 grapple); **CMD** 19 (31 vs. trip)
Feats	-	-	-	-
Skills	Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4	Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4	Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4	Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4
Languages	None			
Special Qualities	Darkvision, Tremorsense			
Treasure	-	-	-	-

Special Abilities

Constrict (Ex) You can crush an opponent, dealing 2d2+-4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Sting-injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Skeleton, Barbarian

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 4; **XP** 1,200	**CR** 12; **XP** 19,200	**CR** 16; **XP** 76,800
Sex / Race	Male Human (Skeleton) Undead; NE Medium undead (mindless)			
Class	Undead 1 / Barbarian 3	Undead 3 / Barbarian 5	Undead 5 / Barbarian 8	Undead 7 / Barbarian 11
Initiative	+6	+6	+6	+6
Senses	**Perception** +5; **Darkvision** 60 ft.	**Perception** +11; **Darkvision** 60 ft.	**Perception** +14; **Darkvision** 60 ft.	**Perception** +19; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 17, **touch** 13, **ff** 17 (+2 Dex, +2 natural, +1 dodge, +2 broken chain shirt)	**AC** 17, **touch** 13, **ff** 17 (+2 Dex, +2 natural, +1 dodge, +2 broken chain shirt)	**AC** 18, **touch** 13, **ff** 18 (+2 Dex, +2 natural, +1 dodge, +3 broken breastplate)	**AC** 21, **touch** 13, **ff** 21 (+2 Dex, +2 natural, +1 dodge, +6 *broken breastplate* +3)
hp / HD	**34** (1d8)+(3d12)+3	**52** (3d8)+(5d12)+5	**86** (5d8)+(8d12)+8	**111** (7d8)+(11d12)+11
Saves	**Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps	**Fort** +5, **Ref** +4, **Will** +4; +1 Reflex to avoid traps	**Fort** +7, **Ref** +5, **Will** +6; +2 Reflex to avoid traps	**Fort** +9, **Ref** +7, **Will** +8; +3 Reflex to avoid traps
Defensive Abilities	Trap Sense +1, Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +1, Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +2, Improved Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +3, Improved Uncanny Dodge, DR 5/ bludgeoning; DR 2/-, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
Offense				
Movement	**Speed** 40 ft.; Fast Movement		**Speed** 30 ft.; Fast Movement	

	Low	Moderate	Advanced	Elite
Attacks	**Melee** greatsword +5 (2H: 2d6+3/19-20) or **Melee** claw (w/o weapon) +5/+5 (1d4+2) or **Melee** claw (w/ weapon) +0 (1d4+1) or **Melee** broken scimitar +3 (1d6/18-20)	**Melee** *+1 greatsword* +11/+6 (2H: 2d6+5/19-20) or **Melee** claw (w/o weapon) +10/+10 (1d6+3) or **Melee** claw (w/ weapon) +5 (1d4+1) or **Melee** broken scimitar +8/+3 (1d6+1/18-20)	**Melee** *+2 icy burst greatsword* +16/+11/+6 (2H: 2d6+6/19-20) or **Melee** claw (w/o weapon) +14/+14 (1d6+3) or **Melee** claw (w/ weapon) +9 (1d6+1) or **Melee** broken scimitar +12/+7/+2 (1d6+1/18-20)	**Melee** *+3 ominous greatsword* +23/+18/+13/+8 (2H: 2d6+9/19-20) or **Melee** claw (w/o weapon) +20/+20 (1d6+4) or **Melee** claw (w/ weapon) +15 (1d6+2) or **Melee** broken scimitar +18/+13/+8/+3 (1d6+2/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Special Attacks	Knockback	Knockback	Knockback, Overbearing Advance	Bleeding Blow, Knockback, Overbearing Advance
Statistics				
Ability Scores	**Str** 15, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 16, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 17, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 18, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +3; **CMB** +5; **CMD** 18	**Base Atk** +7; **CMB** +10; **CMD** 23	**Base Atk** +11; **CMB** +14; **CMD** 27	**Base Atk** +16; **CMB** +20; **CMD** 23
Feats	Dodge, Improved Initiative	Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon))	Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon), Claw (w/weapon)), Power Attack	Cleave, Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon), Claw (w/ weapon)), Power Attack
Skills	Acrobatics -2, Climb +5, Escape Artist -2, Fly -2, Intimidate +6, Perception +5, Ride -2, Stealth -2, Survival +6, Swim -2	Acrobatics -2, Climb +6, Escape Artist -2, Fly -2, Intimidate +8, Perception +11, Ride -2, Stealth -2, Survival +6, Swim -1	Acrobatics -6, Climb +7, Escape Artist -6, Fly -6, Intimidate +12, Perception +14, Ride -6, Stealth -6, Survival +6, Swim -5	Acrobatics -5, Climb +13, Escape Artist -5, Fly -5, Intimidate +15, Perception +19, Ride -5, Stealth -5, Survival +6, Swim -3
Languages	None			
Special Qualities	Darkvision, Fast Movement, Rage	Darkvision, Fast Movement, Rage, Strength Surge	Damage Reduction, Darkvision, Fast Movement, No Escape, Rage, Strength Surge	Damage Reduction, Darkvision, Fast Movement, No Escape, Rage, Strength Surge
Treasure	greatsword, broken chain shirt, broken scimitar	*+1 greatsword*, broken chain shirt, broken scimitar	*+2 icy burst greatsword*, broken breastplate, broken scimitar	*+3 ominous greatsword*, *+3 broken breastplate*, broken scimitar

Special Abilities

Bleeding Blow (Ex) When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Damage Reduction (Ex) You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Knockback (Ex) Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

No Escape (Ex) You can move up to normal your speed as an immediate action, but you can only use this ability when an adjacent

foe uses a withdraw action to move away from you. You must end your movement adjacent to the enemy that used the withdraw action. You provoke attacks of opportunity as normal during this movement. This power can only be used once per rage.

Overbearing Advance (Ex) While raging, the barbarian inflicts damage equal to her Strength bonus whenever she succeeds at an overrun combat maneuver.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 24 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 54 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Strength Surge (Ex) You add +11 on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.

Trap Sense (Ex) You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw (w/o weapon), Claw (w/weapon)) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skeleton, Human

CR 1/3; **XP** 135

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/3; **XP** 135	**CR** 4; **XP** 1,200	**CR** 10; **XP** 9,600	**CR** 16; **XP** 76,800
Sex / Race	Male or Female Human Skeleton; NE Medium undead (mindless)			
Class	Undead 1	Undead 6	Undead 12	Undead 18
Initiative	+6	+6	+6	+6
Senses	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.	**Perception** +0; **Darkvision** 60 ft.
Defense				
Armor Class	**AC** 16, **touch** 12, **ff** 14 (+2 Dex, +2 natural, +2 broken chain shirt)	**AC** 16, **touch** 12, **ff** 14 (+2 Dex, +2 natural, +2 broken chain shirt)	**AC** 17, **touch** 12, **ff** 15 (+2 Dex, +2 natural, +3 *broken chain shirt +1*)	**AC** 18, **touch** 12, **ff** 16 (+2 Dex, +2 natural, +4 *broken chain shirt +2*)
hp / HD	**5** (1d8)	**35** (6d8)	**65** (12d8)	**87** (18d8)
Saves	**Fort** +0, **Ref** +2, **Will** +2	**Fort** +2, **Ref** +4, **Will** +5	**Fort** +4, **Ref** +6, **Will** +8	**Fort** +6, **Ref** +8, **Will** +11
Defensive Abilities	DR 5/bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				

	Low	Moderate	Advanced	Elite
Movement	**Speed** 30 ft.			
Attacks	**Melee** shortspear +2 (1d6+2) or **Ranged** shortspear (thrown) +2 (1d6+2) or **Melee** dagger +2 (1d4+1/19-20) or **Ranged** dagger (thrown) +2 (1d4+2/19-20) or **Melee** claw (w/o weapon) +2/+2 (1d4+2) or **Melee** claw (w/ weapon) -3 (1d4+1) or **Melee** broken scimitar +0 (1d6/18-20)	**Melee** spear +7 (2H: 1d8+4/x3) or **Ranged** spear (thrown) +6 (1d8+3/x3) or **Melee** claw (w/o weapon) +7/+7 (1d4+3) or **Melee** claw (w/ weapon) +2 (1d4+1) or **Melee** dagger +7 (1d4+3/19-20) or **Ranged** dagger (thrown) +6 (1d4+3/19-20) or **Melee** broken scimitar +5 (1d6+1/18-20)	**Melee** *+1 spear* +14/+9 (2H: 1d8+7/x3) or **Ranged** *+1 spear* (thrown) +12/+7 (1d8+5/x3) or **Melee** claw (w/o weapon) +13/+13 (1d4+4) or **Melee** claw (w/ weapon) +8 (1d4+2) or **Melee** dagger +13/+8 (1d4+4/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+4/19-20) or **Melee** broken scimitar +11/+6 (1d6+2/18-20)	**Melee** *+3 spear* +20/+15/+10 (2H: 1d8+9/x3) or **Ranged** *+3 spear* (thrown) +18/+13/+8 (1d8+7/x3) or **Melee** claw (w/o weapon) +17/+17 (1d4+4) or **Melee** claw (w/ weapon) +12 (1d4+2) or **Melee** dagger +17/+12/+7 (1d4+4/19-20) or **Ranged** dagger (thrown) +15/+10/+5 (1d4+4/19-20) or **Melee** broken scimitar +15/+10/+5 (1d6+2/18-20)
Space / Reach	**Space** 5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 15, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 16, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 18, **Dex** 14, **Con** *, **Int** *, **Wis** 10, **Cha** 10	**Str** 18, **Dex** 15, **Con** *, **Int** *, **Wis** 10, **Cha** 10
Core Attack	**Base Atk** +0; **CMB** +2; **CMD** 14	**Base Atk** +4; **CMB** +7; **CMD** 19	**Base Atk** +9; **CMB** +13; **CMD** 25	**Base Atk** +13; **CMB** +17; **CMD** 29
Feats	Improved Initiative	Improved Initiative	Improved Initiative	Improved Initiative
Skills	Acrobatics -2, Climb -2, Escape Artist -2, Fly -2, Ride -2, Stealth -2, Swim -2	Acrobatics -2, Climb -1, Escape Artist -2, Fly -2, Ride -2, Stealth -2, Swim -1	Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Ride -1, Stealth -1, Swim +1	Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Ride -1, Stealth -1, Swim +1
Languages	None			
Special Qualities	Darkvision			
Treasure	shortspear; dagger; broken chain shirt; broken scimitar	spear; dagger; broken chain shirt; broken scimitar	*+1 spear*; dagger; *+1 broken chain shirt*; broken scimitar	*+3 spear*; dagger; *+2 broken chain shirt*; broken scimitar

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Skunk

CR 1/4; **XP** 100

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ¼; **XP** 100	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Skunk; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4

	Low	Moderate	Advanced	Elite
Senses	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**1** (1d8)-1	**11** (4d8)-4	**25** (10d8)-10	**36** (15d8)-15
Saves	**Fort** +1, **Ref** +4, **Will** +1	**Fort** +3, **Ref** +7, **Will** +2	**Fort** +6, **Ref** +10, **Will** +6	**Fort** +10, **Ref** +15, **Will** +8
Offense				
Movement	**Speed** 30 ft.	**Speed** 35 ft.		
Attacks	**Melee** bite -2 (1d3-4) or **Melee** claw -2/-2 (1d2-4) or **Ranged** spray (touch) +4 (1d1)	**Melee** bite +1 (1d3-4) or **Melee** claw +1/+1 (1d2-4) or **Ranged** spray (touch) +8 (1d1)	**Melee** bite +5 (1d4-4) or **Melee** claw +5/+5 (1d3-4) or **Ranged** spray (touch) +12 (1d1)	**Melee** bite +9 (1d4-4) or **Melee** claw +9/+9 (1d3-4) or **Ranged** spray (touch) +17 (1d1)
Space / Reach	**Space** 2.5 ft.; **Reach** 5 ft.			
Statistics				
Ability Scores	**Str** 3, **Dex** 15, **Con** 9, **Int** 2, **Wis** 12, **Cha** 6	**Str** 3, **Dex** 16, **Con** 9, **Int** 2, **Wis** 12, **Cha** 6	**Str** 3, **Dex** 17, **Con** 9, **Int** 2, **Wis** 12, **Cha** 6	**Str** 3, **Dex** 18, **Con** 9, **Int** 2, **Wis** 12, **Cha** 6
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 6	**Base Atk** +3; **CMB** +4; **CMD** 10	**Base Atk** +7; **CMB** +8; **CMD** 14	**Base Atk** +11; **CMB** +13; **CMD** 19
Feats	Stealthy	Fleet, Stealthy	Fleet, Improved Natural Attack (Bite, Claw), Iron Will, Stealthy	Fleet, Great Fortitude, Improved Natural Attack (Bite, Claw), Iron Will, Lightning Reflexes, Run, Stealthy
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +4, Fly +6, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Climb +3, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +20, Survival +1, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Climb +3, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +28, Survival +1, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -2, Climb +4, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +8, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +4, Sense Motive +1, Stealth +34, Survival +1, Swim -4
Languages	None			
Special Qualities	Low-Light Vision, Musk, Scent			
Treasure	-	-	-	-

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Musk (Ex) Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 11 Fortitude save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based, and includes a +2 racial bonus.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks

by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Slime Mold

CR 2; **XP** 600

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 2; **XP** 600	**CR** 6; **XP** 2,400	**CR** 11; **XP** 12,800	**CR** 16; **XP** 76,800
Sex / Race	Neuter Slime Mold; TN Large ooze			
Class	Ooze 3	Ooze 8	Ooze 13	Ooze 18
Initiative	-1	-1	-1	-1
Senses	**Perception** -5; **Blind**; **Blindsight** 60 ft.	**Perception** -5; **Blind**; **Blindsight** 60 ft.	**Perception** -5; **Blind**; **Blindsight** 60 ft.	**Perception** -5; **Blind**; **Blindsight** 60 ft.
Defense				
Armor Class	**AC** 8, **touch** 8, **ff** 8 (-1 size, -1 Dex)	**AC** 8, **touch** 8, **ff** 8 (-1 size, -1 Dex)	**AC** 8, **touch** 8, **ff** 8 (-1 size, -1 Dex)	**AC** 8, **touch** 8, **ff** 8 (-1 size, -1 Dex)
hp / HD	**30** (3d8)+15	**85** (8d8)+40	**139** (13d8)+65	**193** (18d8)+90
Saves	**Fort** +6, **Ref** +0, **Will** -4	**Fort** +7, **Ref** +1, **Will** -3	**Fort** +9, **Ref** +3, **Will** -1	**Fort** +11, **Ref** +5, **Will** +1
Defensive Abilities	Immune to Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning; **Fire Resistance** 10			
Offense				
Movement	**Speed** 20 ft.			
Attacks	**Melee** slam +4 (1d6+4)	**Melee** slam +9 (1d6+6)	**Melee** slam +12 (1d6+6)	**Melee** slam +17 (1d6+7
Space / Reach	**Space** 10 ft.; **Reach** 10 ft.			
Special Attacks	Disease; Engulf (DC 14, 1d6+4)	Disease; Engulf (DC 18, 1d6+6)	Disease; Engulf (DC 20, 1d6+6)	Disease; Engulf (DC 24, 1d6+7)
Statistics				
Ability Scores	**Str** 16, **Dex** 8, **Con** 21, **Int** *, **Wis** 1, **Cha** 1	**Str** 18, **Dex** 8, **Con** 21, **Int** *, **Wis** 1, **Cha** 1	**Str** 19, **Dex** 8, **Con** 21, **Int** *, **Wis** 1, **Cha** 1	**Str** 20, **Dex** 8, **Con** 21, **Int** *, **Wis** 1, **Cha** 1
Core Attack	**Base Atk** +2; **CMB** +6; **CMD** 15 (can't be tripped)	**Base Atk** +6; **CMB** +11; **CMD** 20 (can't be tripped)	**Base Atk** +9; **CMB** +14; **CMD** 23 (can't be tripped)	**Base Atk** +13; **CMB** +19; **CMD** 28 (can't be tripped)
Feats	-	-	-	-

	Low	Moderate	Advanced	Elite
Skills	Acrobatics -1, Bluff -5, Climb +3, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -1, Sense Motive -5, Stealth -5, Survival -5, Swim +3	Acrobatics -1, Bluff -5, Climb +4, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -1, Sense Motive -5, Stealth -5, Survival -5, Swim +4	Acrobatics -1, Bluff -5, Climb +4, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -1, Sense Motive -5, Stealth -5, Survival -5, Swim +4	Acrobatics -1, Bluff -5, Climb +5, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -1, Sense Motive -5, Stealth -5, Survival -5, Swim +5
Languages	None			
Special Qualities	Blindsight; Can't Be Tripped; Freeze			
Treasure	-	-	-	-

Special Abilities

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Disease (Ex) Fungal rot: Slam - contact; save Fortitude DC 24; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a DC 24 Reflex save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Resistance to Fire (Ex) You may ignore 10 points of Fire damage each time you take fire damage.

Spider, Scarlet

CR 1/4; **XP** 100

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** ¼; **XP** 100	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Scarlet Spider; TN Tiny vermin			
Class	Vermin 1	Vermin 4	Vermin 10	Vermin 15
Initiative	**+5**	**+6**	**+6**	**+6**
Senses	**Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.	**Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.	**Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.	**Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.
Defense				
Armor Class	**AC** 18, **touch** 17, **ff** 13 (+2 size, +5 Dex, +1 natural)	**AC** 19, **touch** 18, **ff** 13 (+2 size, +6 Dex, +1 natural)	**AC** 19, **touch** 18, **ff** 13 (+2 size, +6 Dex, +1 natural)	**AC** 20, **touch** 19, **ff** 13 (+2 size, +7 Dex, +1 natural)
hp / HD	**1** (1d8)	**14** (4d8)	**39** (10d8)	**66** (15d8)
Saves	**Fort** +2, **Ref** +5, **Will** +0	**Fort** +4, **Ref** +7, **Will** +1	**Fort** +7, **Ref** +9, **Will** +3	**Fort** +9, **Ref** +12, **Will** +5

	Low	Moderate	Advanced	Elite
Defensive Abilities	Immune to Mind-Affecting Effects			
Offense				
Movement	**Speed** 30 ft. ; **Climb** 30 ft.			
Attacks	**Melee** bite -2 (1d3-4)	**Melee** bite +1 (1d3-4)	**Melee** bite +5 (1d3-4)	**Melee** bite +9 (1d3-4)
Space / Reach	**Space** 2.5 ft.; **Reach** 5 ft.			
Special Attacks	**Poison** (Fort DC 12, 1/round for 4 rounds, 1d2 Str, 1 save); **Web** (+7 ranged, DC 10, hp 1)	**Poison** (Fort DC 14, 1/round for 4 rounds, 1d2 Str, 1 save); **Web** (+11 ranged, DC 12, hp 4)	**Poison** (Fort DC 17, 1/round for 4 rounds, 1d2 Str, 1 save); **Web** (+15 ranged, DC 15, hp 10)	**Poison** (Fort DC 19, 1/round for 4 rounds, 1d2 Str, 1 save); **Web** (+20 ranged, DC 17, hp 15)
Statistics				
Ability Scores	**Str** 3, **Dex** 21, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 22, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 23, **Con** 10, **Int** *, **Wis** 10, **Cha** 2	**Str** 3, **Dex** 24, **Con** 10, **Int** *, **Wis** 10, **Cha** 2
Core Attack	**Base Atk** +0; **CMB** +3; **CMD** 9 (21 vs. trip)	**Base Atk** +3; **CMB** +7; **CMD** 13 (25 vs. trip)	**Base Atk** +7; **CMB** +11; **CMD** 17 (29 vs. trip)	**Base Atk** +11; **CMB** +16; **CMD** 22 (34 vs. trip)
Feats	-	-	-	-
Skills	Acrobatics +5, Bluff -4, Climb +21, Diplomacy -4, Disguise -4, Escape Artist +5, Fly +9, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +5, Stealth +17, Swim -4	Acrobatics +6, Bluff -4, Climb +22, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +10, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +6, Stealth +18, Swim -4	Acrobatics +6, Bluff -4, Climb +22, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +10, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +6, Stealth +18, Swim -4	Acrobatics +7, Bluff -4, Climb +23, Diplomacy -4, Disguise -4, Escape Artist +7, Fly +11, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +7, Stealth +19, Swim -4
Languages	None			
Special Qualities	Darkvision, Tremorsense			
Treasure	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Bite-injury; save Fort DC 19; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Web (Ex) You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Escape Artist check (DC 17) or burst the web with a Strength check (DC 17). Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Weasel

CR 1/4; **XP** 100

	Low	Moderate	Advanced	Elite
General				
CR / XP	**CR** 1/4; **XP** 100	**CR** 3; **XP** 800	**CR** 8; **XP** 4,800	**CR** 10; **XP** 9,600
Sex / Race	Male or Female Weasel; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4
Senses	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**	**Perception** +1; **Scent**; **Low-Light Vision**
Defense				
Armor Class	**AC** 14, **touch** 14, **ff** 12 (+2 size, +2 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 15, **touch** 15, **ff** 12 (+2 size, +3 Dex)	**AC** 16, **touch** 16, **ff** 12 (+2 size, +4 Dex)
hp / HD	**7** (1d8)	**20** (4d8)	**34** (10d8)	**60** (15d8)
Saves	**Fort** +2, **Ref** +4, **Will** +1	**Fort** +4, **Ref** +7, **Will** +2	**Fort** +7, **Ref** +10, **Will** +4	**Fort** +11, **Ref** +15, **Will** +8
Offense				
Movement	**Speed** 20 ft.; **Climb** 20 ft.	**Speed** 25 ft.; **Climb** 20 ft.		
Attacks	**Melee** bite +4 (1d3-4)	**Melee** bite +8 (1d3-4)	**Melee** bite +13 (1d4-4)	**Melee** bite +18 (1d4-4)
Space / Reach	**Space** 2.5 ft.; **Reach** 0 ft.			
Special Attacks	Attack			
Statistics				
Ability Scores	**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5	**Str** 3, **Dex** 16, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5	**Str** 3, **Dex** 17, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5	**Str** 3, **Dex** 18, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5
Core Attack	**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)	**Base Atk** +3; **CMB** +4; **CMD** 10 (14 vs. trip)	**Base Atk** +7; **CMB** +8; **CMD** 14 (18 vs. trip)	**Base Atk** +11; **CMB** +13; **CMD** 19 (23 vs. trip)
Feats	Weapon Finesse	Fleet, Weapon Finesse	Fleet, Improved Natural Attack (Bite), Run, Weapon Finesse, Weapon Focus (Bite)	Fleet, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Run, Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +10, Appraise -4, Artistry -4, Bluff -3, Climb +16, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +6, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +2	Acrobatics +11, Appraise -4, Artistry -4, Bluff -3, Climb +18, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +7, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +3, Sense Motive +1, Stealth +21, Survival +1, Swim +3	Acrobatics +11, Appraise -4, Artistry -4, Bluff -3, Climb +18, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +7, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +3, Sense Motive +1, Stealth +27, Survival +1, Swim +3	Acrobatics +12, Appraise -4, Artistry -4, Bluff -3, Climb +20, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +5, Fly +8, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +4, Sense Motive +1, Stealth +33, Survival +1, Swim +4
Languages	None			
Special Qualities	Low-Light Vision, Scent			
Treasure	-	-	-	-

Special Abilities

Attach (Ex) When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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One square equals 5 ft.

Map 35: Brushgather Farm, Second Floor, Players' Version (BF-SF)

One square equals 5 ft.

Map 36: Brushgather Farm, Third Floor, Players' Version (BF-TF)

One square equals 5 ft.

Map 37: Brushgather Farm, Attic, Players' Version (BF-HA)

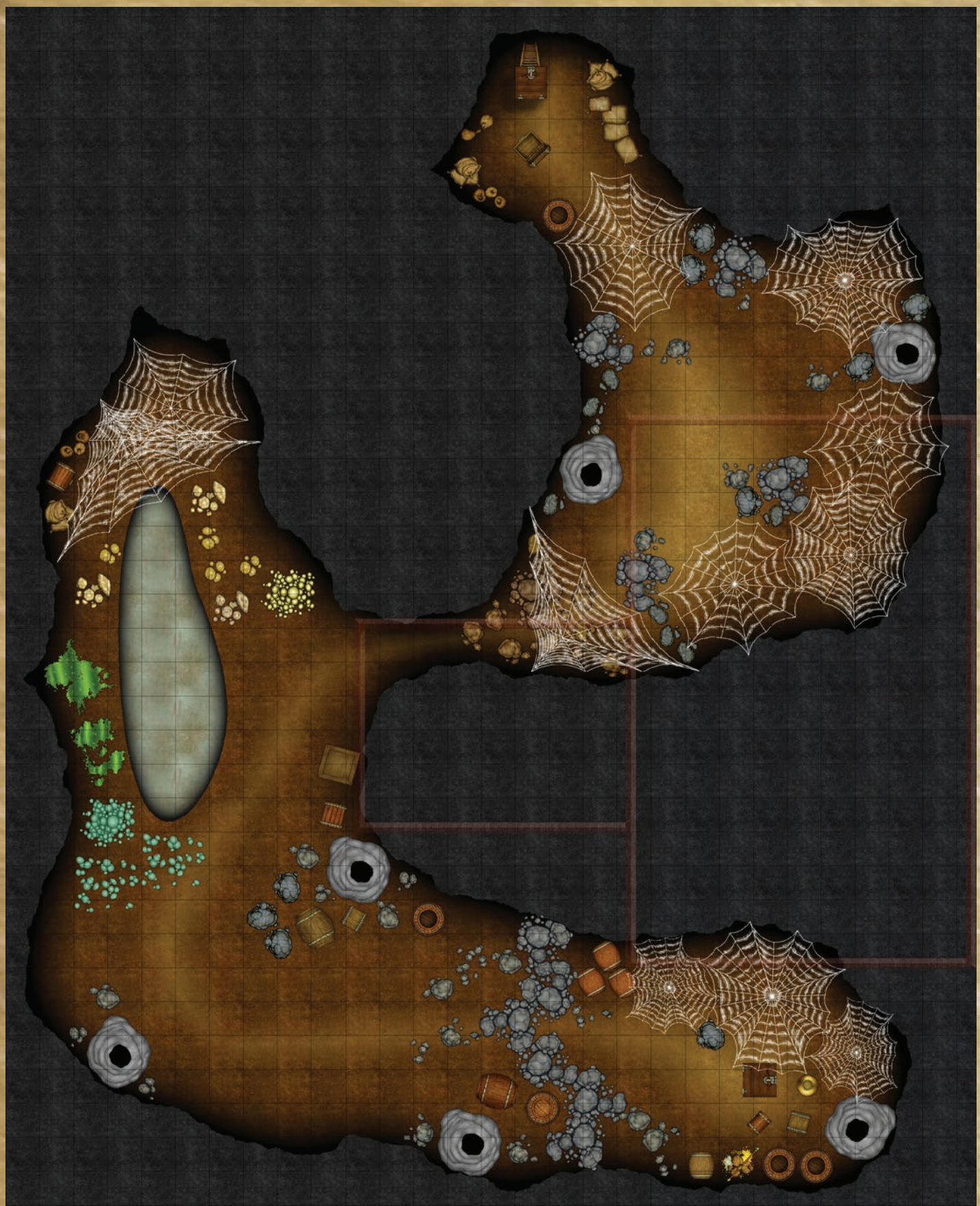
One square equals 5 ft.

Map 38: Brushgather Farm, Basement Level 1, Players' Version (BF-HB1)

One square equals 5 ft.

Map 39: Brushgather Farm, Basement Level 2, Players' Version (BF-HB2)

One square equals 5 ft.



Map 40: Brushgather Farm, Basement Level 3, Players' Version (BF-HB3)

One square equals 5 ft.

Map 41: Watchspire, Ground Floor, Players' Version (WS-GF)

One square equals 5 ft.

Map 42: Watchspire, Second Floor, Players' Version (WS-SF)

One square equals 5 ft.

Map 43: Watchspire, Third Floor, Players' Version (WS-TF)

One square equals 5 ft.

Map 44: Watchspire, Fourth Floor, Players' Version (WS-FF)

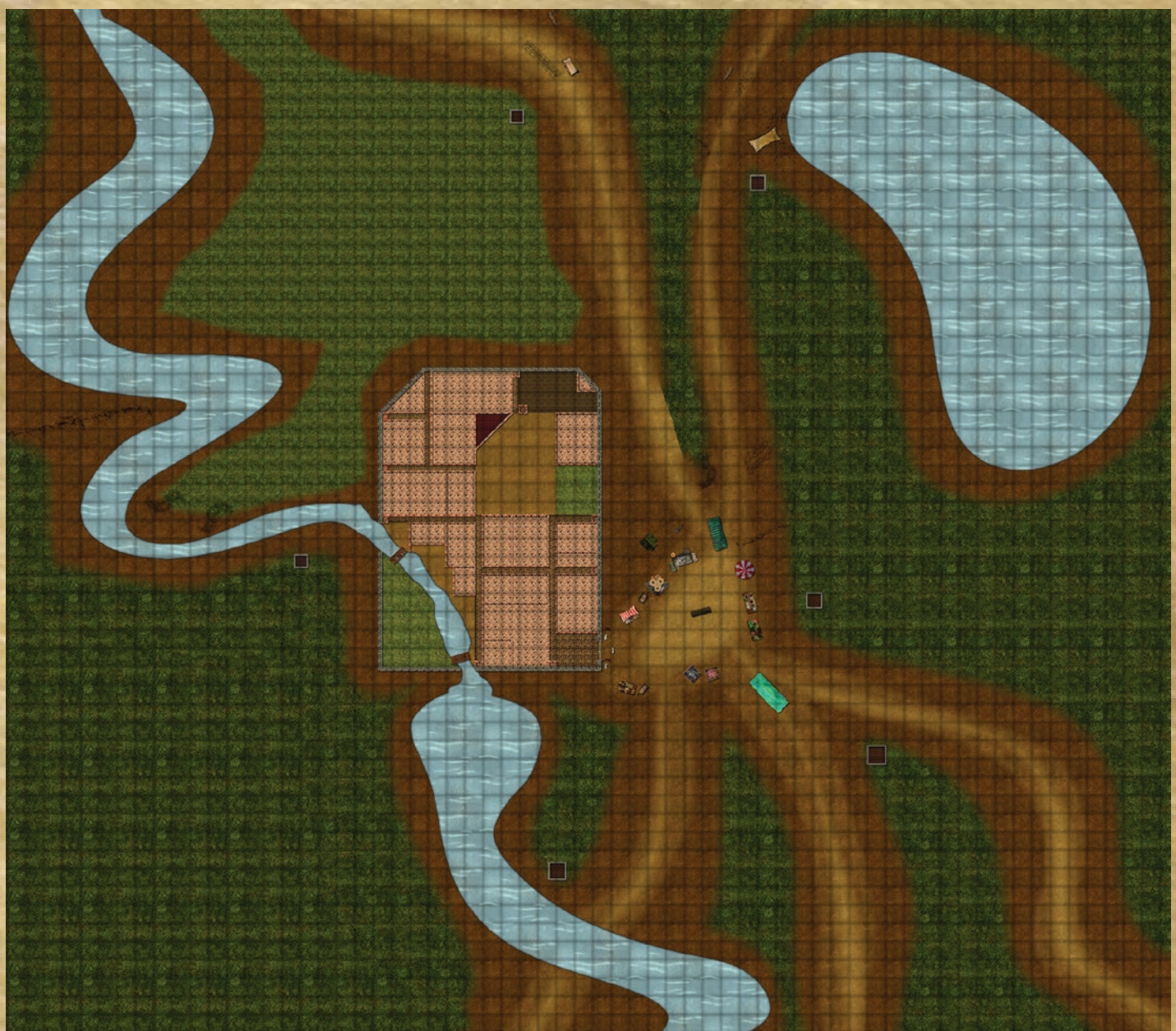
One square equals 5 ft.

Map 45: Watchspire, Basement, Players' Version (WS-BM)

One square equals 5 ft.

Map 46: Berinncorte City Overview, Before, Players' Version (BEB-O)

One square equals 25 ft.



Map 47: Berinncorte City Gates Exterior, Before, Players' Version (BEB-GE) *One square equals 25 ft.*

Map 48: Berinncorte City Gates Exterior, After, Players' Version (BEA-GE)

One square equals 25 ft.

Map 49: Market Square, Players' Version (BEA-MKT)

One square equals 5 ft.

Map 50: Blacksmith's Tent, Players' Version (BEA-BST)

One square equals 5 ft.

Map 51: Supply Tent, Players' Version (BEA-SPT)

One square equals 5 ft.

Map 52: Bar Tent, Players' Version (BEA-BRT)

One square equals 5 ft.

Map 53: Library Tent, Players' Version (BEA-LBT)

One square equals 5 ft.

Map 54: Jeweler / Apothecary Tent, Players' Version (BEA-JAT)

One square equals 5 ft.

Map 55: Common Dining Tent, Players' Version (BEA-DNT)

One square equals 5 ft.

Map 56: Upper-Class Residential Tents, Players' Version (BEA-UCRT)

One square equals 5 ft.

Map 57: Hunter's Hut, Players' Version (BEA-HHT)

One square equals 5 ft.

Map 58: Sheergath Tent, Players' Version (BEA-CNT)

One square equals 5 ft.

Map 59: Mayoral Tent, Players' Version (BEA-MRT)

One square equals 5 ft.

Map 60: Food Tent, Players' Version (BEA-FDT)

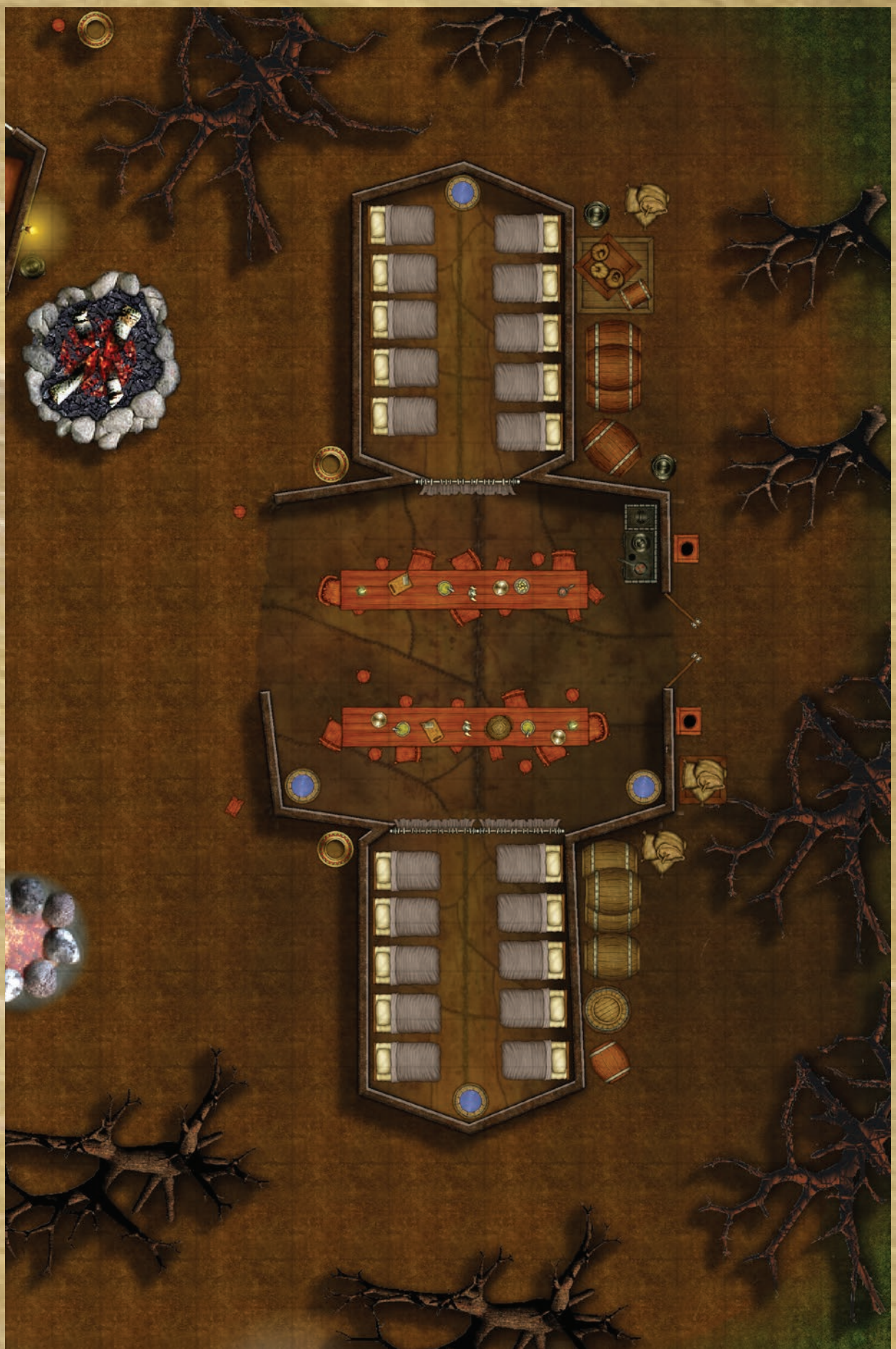
One square equals 5 ft.

Map 61: Citizen Tents, Players' Version (BEA-CZ1)

One square equals 5 ft.

Map 62: Lower-Class Residential Tents, Players' Version (BEA-LCRT)

One square equals 5 ft.



Map 63: Citizen Tents, Players' Version (BEA-CZ2)

One square equals 5 ft.

Map 64: General Store Tent, Players' Version (BEA-GST)

One square equals 5 ft.

Map 65: Zugul Tent, Players' Version (BEA-LNT)

One square equals 5 ft.

Map 66: Militia Tents, Players' Version (BEA-MT)

One square equals 5 ft.

Map 67: River Spew, Players' Version (BEA-RVR)

One square equals 5 ft.

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Version History

Table 87: Version History

Date	Version	Notes
12-Sep-2017	1.0	Official first draft.
15-Sep-2017	1.01	PDF Pathfinder publishing version.

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