



9 NPC GALLERY



Raiders burst up from the ground, screaming their ululating challenge. The dun-colored tarps under which they'd been hiding caught the wind, flapping and filling the air with stinging sand. Unsurprisingly, they raced straight for Seoni. Valeros patted his camel affectionately.

"And here I thought you were going to be the ugliest part of this journey," he said. The camel, unmoved, spit.

"You okay up there, Seo?" he asked, drawing his sword.

"Next time," she said, "we're paying for a teleport." Then she stretched out her hand, and the wind rose to a howl, racing toward their attackers.

NPC GALLERY

For every player character adventuring through a fantasy world, there exist dozens if not hundreds of nonplayer characters, each existing to provide vital services to characters, progress important story lines, or just add flavor between sagas. From the local farmer to the tavern storyteller and from the highest king to the poorest urchin, these characters are the residents of the worlds and stories all GMs craft. They are the allies and hindrances, the employers and victims, the cheering throngs and the booing crowds. Whenever the PCs need aid, have business, or venture off the beaten path, these are the characters ready to come to life.

Yet, for all the importance of the lords of the land, the business owners, and the ever-imperiled commonfolk, the meat of most adventures focuses on the monsters, villains, and dangers beyond familiar streets. Thus, when something inevitably goes awry at the local tavern, diplomacy breaks down at the royal court, or any of countless other unanticipated events arise, most GMs find themselves faking dice rolls or leafing through pages for statistics to adapt to the moment's needs. This chapter exists to serve GMs in those times, when they need statistics they didn't anticipate, one more encounter is required on the fly, or players zig when they were expected to zag.

The following pages present more than 80 NPCs common to the *Pathfinder Roleplaying Game*. The majority are not meant to be challenges in direct combat against groups of seasoned adventurers, but rather represent generic statistics to serve in any of a party's myriad less adventurous interactions. Should the GM need to know what the Appraise skill is of an average shopkeep or just how capable a sailor actually is at the wheel of a ship, these statistics offer a baseline for a wide variety of everyday characters. That's not to say that a host of dangerous encounters can't arise from these characters. Just as a group of monster-fighting gladiators or military troops prove lethal, so too could a torch-bearing mob of farmers and craftsmen turn deadly. Many of these NPCs also hold the potential to take on far greater roles in a campaign, as there's nothing stopping a GM from making a lethal bounty hunter or a notorious pirate captain the main villain of an entire series of adventures. Alternatively, this chapter might also serve as a shopping list of NPCs characters might employ as hirelings, henchmen, even temporary PCs should they find themselves in a pinch. Ultimately, these characters provide GMs with increased tools and options, remove the need for ad hoc statistics generation and many other game interruptions, and free GMs to focus their time and creativity on the most exciting parts of their games: their own adventures.

AN NPC BY ANY OTHER NAME

This chapter provides statistics for all manner of travelers and shopkeepers, guardsmen and drunkards, princesses and high priests, and dozens of other fantasy world residents. Yet, absent are characters such as explorers, mountain climbers, armada admirals, dragon riders, and countless other NPCs a party might encounter in the course of their adventures. The reasons for this are twofold: First, no list of characters could hope to satisfy all the occupants of every GM's imagination, and thus only a sampling of those that appear most often in *Pathfinder RPG* adventures appear here. Second, even though a stat block might be titled "guide," there's no reason a GM can't appropriate those statistics for an explorer, outrider, cowboy, or any other similar character he might require.

Thus, along with each NPC comes a description of what the character is, how it might be used in its basic form or as a variety of alternative characters, and even what other NPCs it might be found with (along with increased CRs for such groupings). Equipment suites typical of these characters' professions and appropriate to the GP value of characters of their level are also provided. Often, the descriptions contain suggested ideas for alternate equipment or replacement feats to better customize the NPCs for varied roles and different campaigns. As with any other aspect of these characters, these elements can be adjusted however the GM sees fit.

In addition, each NPC is grouped into a family of similar characters, both for ease of organization and so GMs seeking a specific type of character find a variety at their disposal (for example, while a CR 1/2 pickpocket might not fit the bill for an encounter, a CR 2 burglar might). Such also serves to make generating encounters using these characters easier, as NPCs with the same backgrounds or from the same walks of life are often found and faced together.

GMs are also encouraged to change the NPCs presented here to better suit their individual campaigns. Most of these characters have abilities suiting archetypical views of their roles and bear neutral alignments. Alignments, of course, are easily altered and skills—especially Craft, Knowledge, and Profession—can be exchanged on the fly to create characters of varying expertise.

The chart on the facing page also lists all of the archetypical characters in this chapter along with their class levels, organized by CR so GMs can more easily find and create challenges appropriate to their party's level. Overall, just as these characters are presented without personalities or agendas, their presented statistics can be molded by GMs to suit whatever roles they require.

Thus, from the dozens of NPCs presented, the true number of characters and encounters that can be based on them is limited only by a GM's imagination.

NPC BOONS

Chapter 4 presents an optional system for boons—minor in-game bonuses and benefits specific NPCs can grant to PCs who befriend them. This system of favors and benefits encourages PCs to invest greater interest in working with NPCs and creates a way to reward characters with something other than experience and treasure. At the end of the statistics for each of the following NPCs is a suggestion for a minor benefit that is appropriate to the NPC and that works

within this system. GMs who wish to employ these favors or create their own boons might use those presented here as guides for new benefits. At the same time, GMs should not feel that every one of the following NPCs has to offer exactly these boons, or any boon at all. Those interested in designing their own boons or customizing them to their game should feel free to modify these effects however they feel best suits their needs. A complete explanation of boons and how PCs might gain them appears on page 88.

TABLE 9-1: PREGENERATED NPC STATISTICS

| Archetype | Class | CR | Page |
|----------------|-----------------------|-----|------|
| Foot Soldier | Warrior 1 | 1/3 | 286 |
| Squire | Aristocrat 1 | 1/3 | 268 |
| Village Idiot | Commoner 1 | 1/3 | 308 |
| Acolyte | Cleric 1 | 1/2 | 304 |
| Bandit | Warrior 2 | 1/2 | 258 |
| Barmaid | Commoner 2 | 1/2 | 302 |
| Farmer | Commoner 1/Expert 1 | 1/2 | 309 |
| Pickpocket | Rogue 1 | 1/2 | 264 |
| Shipmate | Expert 1/Warrior 1 | 1/2 | 294 |
| Beggar | Commoner 1/Rogue 1 | 1 | 300 |
| Cannibal | Barbarian 2 | 1 | 306 |
| Caravan Guard | Fighter 2 | 1 | 282 |
| Doomsayer | Adept 3 | 1 | 298 |
| Drunkard | Commoner 1/Warrior 2 | 1 | 303 |
| Guard | Warrior 3 | 1 | 260 |
| Initiate | Monk 2 | 1 | 274 |
| Prostitute | Expert 1/Rogue 1 | 1 | 301 |
| Shopkeep | Expert 3 | 1 | 284 |
| Storyteller | Bard 2 | 1 | 272 |
| Street Thug | Fighter 1/Rogue 1 | 1 | 265 |
| Vagabond | Commoner 2/Warrior 1 | 1 | 291 |
| Burglar | Rogue 3 | 2 | 265 |
| Cultist | Cleric 3 | 2 | 278 |
| Wanderer | Bard 1/Rogue 2 | 2 | 290 |
| Noble Scion | Aristocrat 4 | 2 | 288 |
| Prisoner | Expert 4 | 2 | 270 |
| Barkeep | Expert 4/Warrior 1 | 3 | 303 |
| Dealer | Expert 1/Rogue 3 | 3 | 301 |
| Guard Officer | Fighter 4 | 3 | 261 |
| Pilgrim | Commoner 5 | 3 | 291 |
| Slaver | Fighter 2/Ranger 2 | 3 | 266 |
| Trapper | Ranger 4 | 3 | 276 |
| Turnkey | Warrior 5 | 3 | 271 |
| Battle Monk | Monk 5 | 4 | 275 |
| Hedge Wizard | Commoner 2/Wizard 3 | 4 | 296 |
| Medium | Cleric 5 | 4 | 299 |
| Battle Mage | Evoker 6 | 5 | 256 |
| Cavalry | Fighter 6 | 5 | 287 |
| Fortune Teller | Bard 3/Sorcerer 3 | 5 | 299 |
| Gladiator | Barbarian 3/Fighter 3 | 5 | 262 |
| Minstrel | Bard 6 | 5 | 273 |

| Archetype | Class | CR | Page |
|--------------------|------------------------|----|------|
| Monster Hunter | Ranger 6 | 5 | 257 |
| Raider | Barbarian 6 | 5 | 280 |
| Shaman | Adept 7 | 5 | 307 |
| Tomb Raider | Rogue 6 | 5 | 257 |
| Torturer | Expert 5/Fighter 2 | 5 | 271 |
| Traveling Merchant | Expert 7 | 5 | 285 |
| Archaeologist | Rogue 7 | 6 | 297 |
| Beast Master | Ranger 7 | 6 | 263 |
| Conjurist | Conjurer 7 | 6 | 279 |
| Hermit | Druid 7 | 6 | 277 |
| Highwayman | Fighter 4/Rogue 3 | 6 | 259 |
| Holy Warrior | Paladin 7 | 6 | 269 |
| Princess | Aristocrat 8 | 6 | 292 |
| Watch Captain | Fighter 7 | 6 | 261 |
| Guide | Expert 9 | 7 | 277 |
| Knight | Aristocrat 2/Paladin 6 | 7 | 289 |
| Sellsword | Fighter 8 | 7 | 283 |
| Viking | Barbarian 2/Fighter 6 | 7 | 281 |
| First Mate | Expert 4/Fighter 5 | 8 | 295 |
| Mayor | Aristocrat 3/Expert 7 | 8 | 309 |
| Noble | Aristocrat 10 | 8 | 289 |
| Priest | Cleric 9 | 8 | 305 |
| Slayer | Ranger 5/Assassin 4 | 8 | 267 |
| Champion | Barbarian 5/Fighter 5 | 9 | 263 |
| Merchant Prince | Expert 4/Rogue 6 | 9 | 285 |
| Celebrity Bard | Bard 11 | 10 | 273 |
| Chieftain | Warrior 12 | 10 | 307 |
| General | Fighter 11 | 10 | 287 |
| Guild Master | Rogue 11 | 10 | 267 |
| Queen | Aristocrat 12 | 10 | 293 |
| Bandit Lord | Fighter 8/Rogue 4 | 11 | 259 |
| Bounty Hunter | Ranger 12 | 11 | 283 |
| Captain | Expert 3/Fighter 9 | 11 | 295 |
| Cult Leader | Cleric 10/Rogue 2 | 11 | 279 |
| Pirate Captain | Fighter 7/Rogue 5 | 11 | 281 |
| Sage | Expert 7/Abjurer 5 | 11 | 297 |
| Saint | Paladin 12 | 11 | 269 |
| High Priest | Cleric 13 | 12 | 305 |
| King | Aristocrat 16 | 14 | 293 |
| Master | Monk 15 | 14 | 275 |

ADVENTURERS

Rapscallions, hired hands, monster hunters, tomb raiders, champions, and scoundrels, adventurers come with all manner of skills and agendas. While they might be questing heroes seeking to thwart villains and right wrongs, they might also be dangerous thieves seeking to make a fortune in valuable relics. These NPCs can serve as allies for a PC party or even as hirelings for a day or a single dungeon crawl. Alternately, they could be rival adventurers seeking to thwart the PCs in their own mission. Whether as allies or rivals, these NPCs might appear any time a party comes to realize they aren't the only adventurers around.



BATTLE MAGE

CR 5

XP 1,600

Human evoker 6

N Medium humanoid

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

DEFENSE

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

hp 33 (6d6+12)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4–1/19–20) or

wand of shocking grasp +2 touch (1d6 electricity)

Ranged dagger +5 (1d4–1/19–20)

Special Attacks intense spells +3

Arcane School Spell-Like Abilities (CL 6th; concentration +9)

6/day—*force missile* (1d4+3)

Wizard Spells Prepared (CL 6th; concentration +9)

3rd—*dispel magic*, *fly*, *haste*, *fireball* (2) (DC 17)

2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)

1st—*burning hands* (DC 15), *color spray* (DC 14), *expeditious retreat*, *mage armor*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *light*, *message*

Prohibited Schools enchantment, necromancy

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 17

Feats Combat Casting, Craft Wand, Defensive Combat

Training, Improved Initiative, Scribe Scroll, Spell Focus (evocation)

Skills Craft (Armor) +10, Craft (Weapons) +10, Fly +11,

Knowledge (arcana) +12, Knowledge (engineering) +7,

Knowledge (geography) +7, Knowledge (history) +7,

Perception +6, Ride +6, Spellcraft +12

Languages Common, Draconic, Elven, Giant

SQ arcane bond (wand)

Combat Gear *scrolls of fly* (2), *invisibility* (2), *minor image* (2),

wand of magic missile (CL 5, 50 charges, arcane bond item),

wand of shocking grasp (50 charges), tanglefoot bags (3);

Other Gear daggers (2), 20 gp

Boon A battle mage can create scrolls at a 10% discount.

A battle mage is always ready for a fight. She knows that the one who strikes first strikes best. Never lacking in firepower, her versatility on the battlefield is always appreciated. Battle mages make excellent military fire support and magical bodyguards.

They can be found alone, guarding a traveling merchant (CR 7) or guide (CR 8) or adventuring with a medium or minstrel, monster hunter or gladiator, and tomb raider (CR 9). A squad of four battle mages (CR 9) might be attached to an army.

MONSTER HUNTER

CR 5

XP 1,600

Human ranger 6

N Medium humanoid

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 45 (6d10+12)

Fort +6, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+3/x3) or
dagger +9/+4 (1d4+3/19–20)

Ranged +1 *composite longbow* +10/+5 (1d8+4) or
Rapid Shot +1 *composite longbow* +8/+8/+3 (1d8+4/x3) or
dagger +9 (1d4+3/19–20)

Special Attacks favored enemy (magical beasts +4, monstrous
humanoids +2)

Ranger Spells Prepared (CL 3rd; concentration +3)
1st—*speak with animals*

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 22

Feats Endurance, Improved Precise Shot, Mounted Archery,
Mounted Combat, Point-Blank Shot, Rapid Shot, Self-Sufficient

Skills Climb +11, Handle Animal +8, Heal +8, Knowledge
(nature) +5, Perception +10, Ride +11, Stealth +11, Survival
+12 (+15 to follow tracks), Swim +7

Languages Common

SQ hunter's bond (animal companion [hawk]), favored terrain
(forest +2), track +3, wild empathy +5

Gear masterwork chain shirt, masterwork buckler, masterwork
battleaxe, dagger, +1 *composite longbow* (+3 Str) with 40
arrows, cold iron arrows (10), alchemical silver arrows (10),
light horse (combat trained), saddle, 4 gp

Boon A monster hunter can locate and track a particular wild
beast or monster, leading the PCs to its lair.

A monster hunter is a clever, experienced hunter, riding the forest trails with her faithful hawk serving as her eyes above. Whether seeking a reward or bounty, an impressive trophy, or simply an epic fireside tale of the hunt, a monster hunter seldom rests or tarries long when she hears whispered tales of wild things on the prowl. Monster hunters can be outriders and protectors of the wilderness or skilled hunters. Different types of monster hunters can be easily created by changing the monster hunter's favored enemy, favored terrain, or animal companion.

A merchant prince often has a pair of monster hunters on payroll (CR 10) to dispose of threats to business. Patrols of four monster hunters (CR 9) might serve as wilderness border guards. A monster hunter may also adventure with a battle mage, a medium or minstrel, and a tomb raider (CR 9).

TOMB RAIDER

CR 5

XP 1,600

Human rogue 6

N Medium humanoid

Init +3; **Senses** Perception +14

DEFENSE

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

hp 45 (6d8+18)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee short sword +7 (1d6+1/19–20)

Ranged mwk shortbow +8 (1d6/x3)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 18

Feats Great Fortitude, Skill Focus (Disable Device), Stealthy,
Weapon Finesse

Skills Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable
Device +20, Escape Artist +14, Knowledge (dungeoneering)
+11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17
to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use
Magic Device +8

Languages Aklo, Common, Terran, Undercommon

SQ rogue talents (fast stealth, rogue crawl, trap spotter),
trapfinding +3

Combat Gear antitoxin; **Other Gear** masterwork studded
leather, masterwork buckler, masterwork shortbow with
20 arrows, short sword, *eyes of the eagle*, magnifying glass,
masterwork thieves' tools, sunrod, 18 gp

Boon A tomb raider could agree to appraise the PCs' goods or
to travel with them and disable a trap.

Tomb raiders are cunning explorers of ruined delves and trap-haunted dungeons and daring looters of ancient, treasure-laden crypts. They are invaluable allies, helping any would-be explorers get in and out without falling prey to lurking death and hidden danger. Of course, if a tomb raider should happen to find and keep the choicest bits for himself, who would know? He would never tell. A tomb raider might also be found as a rival inside a dungeon, perhaps seeking to loot the treasure inside before the PCs can. Replacing his Sleight of Hand skill with Craft (trapmaking) makes him an even more dangerous foe.

Tomb raiders make excellent burglars and scouts. A tomb raider often works alone, but he may also cooperate with an archaeologist and a pair of burglars (CR 8). A tomb raider scout might be found with a monster hunter (CR 7) or even with a group of four raiders (CR 9). Adventuring tomb raiders often travel with a medium or minstrel, a battle mage, and a gladiator or monster hunter (CR 9).

BRIGANDS

All sorts of dangers stalk the roads and frontiers of untamed lands. Aside from monsters, uncouth thugs and dangerous miscreants unfit for life among civilized folk beat their living out of travelers and settlers daring to find their own paths. Whether lone highwayman or bands of ambush-laying robbers, these pirates of the trade ways are more than unthinking beasts—they're cunning bandits who know their prey and deadly art all too well.



BANDIT

CR 1/2

XP 200

Human warrior 2

CN Medium humanoid

Init +2; **Senses** Perception –1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20) or

sap +3 (1d6+1 nonlethal)

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

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap, light horse (combat trained)

Boon Bandits can allow the PCs to pass without robbing them and can alert them to ambush sites within a day's travel, granting a +2 circumstance bonus on Perception checks to notice ambushes. They might also be able to get the PCs an audience with a powerful local bandit lord.

Bandits are the scourge of the highway, robbing the rich and poor alike. Freebooting scoundrels simply out for a good time, bandits care only about themselves and their band of rogues. They accost and shake down innocent travelers, hijack poorly-guarded merchant caravans, charge tolls at remote bridges, or simply plunder isolated farmsteads and villages.

Bandits can be deserters from an army, disaffected huntsmen, rootless drifters with no taste for hard work, cattle rustlers or horse thieves, or even folk-hero freedom fighters who rob from the rich to feed the poor.

Bandits can be used as low-level archer soldiers (N alignment, replace Dodge feat with Weapon Focus [longbow]) or crossbowmen (replace longbow with light or heavy crossbow), or as guards manning city walls (LN alignment, replace rapiers with longswords and replace Dodge feat with Weapon Focus [longsword]). They can also be used as bored young nobles or dandies out on a hunt or as low-level scouts or outriders.

Bandits are usually found in pairs (CR 1) or in a gang of a dozen accompanying a highwayman (CR 8). They often make up the rank-and-file members of a bandit lord's gang (CR 12).

HIGHWAYMAN

CR 6

XP 2,400

Human fighter 4/rogue 3

CN Medium humanoid

Init +4; **Senses** Perception +7

DEFENSE

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

hp 53 (7 HD; 4d10+3d8+18)

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

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *spiked chain* +12/+7 (2d4+4) or

sap +10/+5 (1d6+1 nonlethal)

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

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +6; **CMB** +10 (+14 when tripping); **CMD** 21 (23 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Exotic

Weapon Proficiency (spiked chain), Improved Feint,

Improved Trip, Weapon Finesse, Weapon Focus (spiked

chain), Weapon Specialization (spiked chain)

Skills Acrobatics +14, Appraise +5, Bluff +12, Climb +5, Disable

Device +11, Disguise +14, Escape Artist +10, Intimidate +4,

Perception +7 (+8 to find traps), Ride +9, Sleight of Hand +8,

Stealth +14, Swim +5

Languages Common, Halfling

SQ armor training 1, rogue talent (finesse rogue), trapfinding +1

Combat Gear *potion of invisibility*; **Other Gear** +1 *chain*

shirt, +1 *spiked chain*, masterwork composite longbow (+1

Str) with 20 arrows, sap, *cloak of resistance* +1, disguise

kit, light horse (combat trained) with saddle, silk rope,

smokestick, thieves' tools

Boon Highwaymen can allow the PCs to pass without being robbed, or they could attempt to steal an item or deliver a secret message directly to an NPC.

Highwaymen are notorious outlaws or flamboyant criminals who flaunt the law, prey upon innocent travellers, and revel in the discomfiture their predations have upon the local constabulary. Highwaymen love deception and trickery and elevate taunting to an art form. For highwaymen, the humiliation of an enemy can be more important than a successful heist. Highwaymen can be used as expert spies or scouts, or even as agile gladiators.

Two highwaymen might be the bodyguards of a guildmaster (CR 11), while a trio of highwaymen may serve as the henchmen of a bandit lord or bounty hunter (CR 12). A lone highwayman may lead a gang of a dozen bandits (CR 8) or travel with a minstrel and a pair of cavalry for his gang (CR 9).

BANDIT LORD

CR 11

XP 12,800

Human fighter 8/rogue 4

CN Medium humanoid

Init +6; **Senses** Perception +10

DEFENSE

AC 25, touch 18, flat-footed 18 (+5 armor, +1 deflection, +6 Dex, +1 dodge, +2 shield)

hp 74 (12 HD; 8d10+4d8+12)

Fort +9, **Ref** +13, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *frost keen rapier* +20/+15/+10 (1d6+6/15–20 plus 1d6 cold) or

sap +17/+12/+7 (1d6+2 nonlethal)

Ranged mwk composite longbow +18/+13/+8 (1d8+2/x3)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6, weapon training (light blades +1)

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +13; **CMD** 31

Feats Bleeding Critical, Blind-Fight, Critical Focus, Dazzling

Display, Dodge, Improved Critical (rapier), Mobility, Shatter

Defenses, Spring Attack, Vital Strike, Weapon Finesse,

Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +20, Appraise +3, Bluff +10, Climb +6, Diplomacy

+5, Disable Device +12, Escape Artist +10, Handle Animal +5,

Intimidate +16, Knowledge (local) +5, Perception +10 (+12 to

find traps), Ride +10, Sense Motive +5, Stealth +21, Survival +4

Languages Common

SQ armor training 2, rogue talent (finesse rogue), trapfinding +2

Combat Gear *potion of enlarge person*; **Other Gear** +1 *chain*

shirt, +1 *buckler*, +1 *frost keen rapier*, masterwork composite

longbow (+2 Str) with 20 arrows, sap, *belt of incredible*

dexterity +2, *boots of striding and springing*, *cloak of resistance*

+1, *ring of protection* +1, light horse (combat trained) with

saddle, thieves' tools

Boon Bandit lords can grant safe passage from bandit attacks for the PCs and their allies for up to 3 days. They can also arrange the purchase or sale of goods as if the gp limit was for a community one size larger.

Bandit lords are the daring masterminds of entire gangs of bandits, often ruling over camps in the centers of trackless woods or the equally trackless warrens of a slum or sewer inside a great city. Some hide their identity behind disguises or a *nom de guerre*, while others strive for fame or infamy. Bandit lords can be used as assassins, duelists, or royal swordmasters. Bandit lords may have a pair of sellswords as bodyguards and sparring partners (CR 12), or may travel with a battle mage, sellsword, and a gang of eight bandits (CR 12).

CITY WATCH

Whether a lone constable minding a sleepy burg or officers of a highly trained force in a vast metropolis, members of the city watch patrol their beats, staving off the criminal elements and keeping innocents safe from harm. The best-organized city watches employ members with a variety of skills, from expert combatants to spell-casters, and often organize them in ranks similar to military orders. Yet as often as guards serve as welcome allies, crooked watchmen abound, and even the best only serve those who prove they're on the right side of the law.



GUARD

CR 1

XP 400

Human warrior 3

LN Medium humanoid

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

DEFENSE

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

hp 19 (3d10+3)

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

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/x3) or

heavy flail +5 (1d10+3/19–20) or

sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

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

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2); **Other**

Gear half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Boon A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.

Guards of the city watch are vigilant soldiers, dedicated to keeping the peace and maintaining order. They defend the city walls and gates against external threats, but they also stand ready to break up fights and brawls, disarming or sundering weapons drawn in anger, forcing unruly citizens apart, and tending the wounded.

Different types of guards may be created with lighter armor (breastplates and heavy shields) and one-handed weapons (battle axes or longswords). Replacing guards' halberds with glaives, guisarmes, or ranseurs gives them a reach attack. Outfitting guards with pikes makes a group of pikemen, while giving them tower shields and short swords creates crossbowmen for a siege. Temple guards can replace Improved Sunder with Exotic Weapon Proficiency (two-bladed sword). Prison guards might replace Improved Sunder with Improved Unarmed Strike and Power Attack with Exotic Weapon Proficiency (whip). Four guards and a turnkey (CR 6) or a torturer (CR 7) can provide security for a small prison or dungeon.

Guards may be encountered alone, in pairs (CR 3), in groups of four (CR 5), or as a patrol of six accompanied by a guard officer (CR 7), depending on how dangerous their city or neighborhood is.

GUARD OFFICER

CR 3

XP 800

Human fighter 4

LN Medium humanoid

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

DEFENSE

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

hp 34 (4d10+12)

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

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/x3) or
sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or
javelin +5 (1d6+2)

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

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** full plate, masterwork guisarme, javelin, nets (2), sap

Boon A guard officer can alert the PCs to local customs, traditions, tricks, and suspicious activity, granting a +2 bonus for 24 hours on opposed Perception and Sense Motive checks within the city. She can also arrange a meeting with a watch captain for the PCs.

Guard officers supervise guards in their duties and respond to major disturbances, using their grim demeanors and skill at arms to quell conflict. They coordinate well in battle with the guards under their command, rounding up troublemakers and preventing their escape.

Guard officers can also be used as highly skilled gladiators or flamboyant bounty hunters. They might even be found as royal guardsmen in a king's throne room. In an evil society, guard officers may wear spiked armor and be outfitted with scythes or spiked chains instead of guisarmes and poisoned hand crossbows instead of nets.

Guard officers usually patrol with four guards (CR 6), or three guard officers may serve as adjutants to a watch captain (CR 8). Two guard officers can escort a battle mage (CR 7) to respond to magical threats. Four guard officers and a champion (CR 10) form an elite arena fighting team, while two guard officers and two slavers (CR 7) might guard a valuable shipment of slaves.

WATCH CAPTAIN

CR 6

XP 2,400

Human fighter 7

LN Medium humanoid

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

DEFENSE

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

hp 57 (7d10+19)

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

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/x3) or
sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/x3)

Special Attacks weapon training (pole arms +1)

STATISTICS

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

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, *cloak of resistance* +1, 35 gp

Boon A watch captain may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he could assign one patrol of guards to assist the PCs inside the city for up to 1 hour.

Watch captains are stern and canny veterans, experienced soldiers who have seen it all on the battlefield and lived to tell the tale. Quick of mind and naturally suspicious, they are thorough and professional in leading investigations yet also tactful when dealing with highborn and lowborn alike.

Watch captains might also be used as high-ranking officers or low-ranking generals in an army, while a single watch captain can serve as the castellan of a fortress. Replacing the halberd and Improved Trip feat with a ranseur and Improved Disarm creates a watch captain who disarms opponents instead of tripping them.

Watch captains may be encountered leading an investigative team of a guard officer and a battle mage (CR 8) or leading larger patrols in force (CR 8 for one patrol of an officer and four guards; +1 CR per additional patrol). A watch captain might also be encountered as the non-noble companion of a holy warrior or knight (CR 8).

COLISEUM

Whether exotic warriors hired to perform as entertainers or skilled criminals forced to fight for survival, the combatants of coliseums face dire threats for the enjoyment of throngs of spectators. Such characters might serve a variety of roles, and one day's allies might be the next day's opponents. In all cases, these characters live to do battle and survive only by their brutality and skill, spreading blood upon arena sands, prison yards, or savage battlefields, or wherever they pass.



GLADIATOR

CR 5

XP 1,600

Human barbarian 3/fighter 3

N Medium humanoid

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

DEFENSE

AC 21, touch 12, flat-footed 17 (+7 armor, +3 Dex, +1 dodge, -2 rage, +2 shield)

hp 57 (6 HD; 3d12+3d10+21)

Fort +9, **Ref** +5, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk trident +13/+8 (1d8+5) or

mwk trident +11/+6 (1d8+5) and +1 *light steel shield* with mwk shield spikes +10 (1d6+5)

Ranged mwk trident +11 (1d8+5) or

javelin +9 (1d6+5)

Special Attacks rage (9 rounds/day), rage powers (knockback)

TACTICS

Base Statistics When not raging, the gladiator has **AC** 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 shield); **hp** 45; **Fort** +7, **Will** +3; **Melee** mwk trident +11/+6 (1d8+3) or mwk trident +9/+4 (1d8+3) and +1 *light steel shield* with mwk shield spikes +8 (1d6+3); **Ranged** mwk trident +11 (1d8+3) or javelin +9 (1d6+3); **Str** 16, **Con** 13; **CMB** +9; **CMD** 23; **Skills** Climb +6, Swim +6

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 25

Feats Dodge, Double Slice, Improved Shield Bash, Shield Focus, Two-Weapon Fighting, Weapon Focus (trident)

Skills Acrobatics +10 (+14 jump), Climb +8, Intimidate +5, Perception +10, Swim +8

Languages Common

SQ armor training 1, fast movement

Gear +1 *breastplate*, +1 *light steel shield* with masterwork shield spikes, javelins (5), masterwork trident, 1 gp

Boon Gladiators can provide free access to the arena even after hours and can help PCs purchase non-magical exotic weapons at a 10% discount.

Gladiators are as varied in their combat styles as are the nations of their birth, but all seek to trade blood for gold and glory. Many emphasize quickness and defense over brute strength, sizing up their foe before leaping into a blood fury with sword and shield. Gladiators can be used as bodyguards, riot police in a city, or elite military skirmishers. Replacing Dodge with Exotic Weapon Proficiency creates an exotic weapon master. Outside the arena, gladiators are rarely found without a pair of drunkards to help celebrate their latest victory (CR 6).

BEAST MASTER

CR 6

XP 2,400

Human ranger 7

N Medium humanoid

Init +1; **Senses** Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee +1 warhammer +12/+7 (1d8+5/x3) or

+1 warhammer +10/+5 (1d8+5/x3) and +1 handaxe +10/+5 (1d6+5/x3)

Ranged composite longbow +8/+3 (1d8/x3)

Special Attacks favored enemy (humanoid [human] +4, animal +2)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*longstrider*, *speak with animals*

STATISTICS

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

Base Atk +7; **CMB** +11; **CMD** 22

Feats Diehard, Double Slice, Endurance, Improved Two-Weapon Fighting, Lunge, Step Up, Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +11, Handle Animal +9, Heal +5, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Perception +11, Ride +10, Stealth +10, Survival +11 (+14 to follow tracks), Swim +10

Languages Common

SQ favored terrain (urban +2), hunter's bond (animal companion), track +3, wild empathy +6, woodland stride

Gear +1 chain shirt, +1 handaxe, +1 warhammer, composite longbow with 20 arrows, 26 gp

Boon Beast masters can assist the PCs for the duration of a single hunt of a humanoid or animal target.

Beast masters are exotic warriors and beast-tamers who delight the crowds with the help of their wild accomplices, as they are matched in tandem against larger beasts. This often ends poorly for their animal companion, but there are always more beasts to tame and train. Beast masters can be used as lower-level bounty hunters (fighting with paired saps), royal gamekeepers, or big game hunters in the wild.

Typical animal companions for beast master gladiators include apes, bears, big cats, crocodiles, dinosaurs, hyenas, monitor lizards, rhinoceroses, and wolves. Beast masters mounted on roc animal companions can make an elite aerial strike force.

Beast masters and their animal companion may be encountered alone, hunting or simply swapping stories with a monster hunter and a trapper (CR 8), or as a trio working with a bounty hunter (CR 12).

CHAMPION

CR 9

XP 6,400

Human barbarian 5/fighter 5

CN Medium humanoid

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

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, -2 rage)

hp 105 (10 HD; 5d12+5d10+45)

Fort +12, **Ref** +4, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.

Melee +1 adamantite vicious greatsword +19/+14 (2d6+13/17-20 plus 2d6 vicious) or

spiked gauntlet +16/+11 (1d3+6)

Ranged javelin +12 (1d6+6)

Special Attacks rage (14 rounds/day), rage powers (intimidating glare, strength surge +5), weapon training (heavy blades +1)

TACTICS

Base Statistics When not raging, the champion has **AC** 19, touch 12, flat-footed 17; **hp** 85; **Fort** +10, **Will** +2; **Melee** +1 adamantite vicious greatsword +17/+12 (2d6+10/17-20 plus 2d6 vicious) or spiked gauntlet +14/+9 (1d3+4); **Ranged** javelin +12 (1d6+4); **Str** 18, **Con** 14; **CMB** +14 (+18 sunder); **CMD** 26 (28 vs. sunder); **Skills** Climb +8, Swim +7

STATISTICS

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

Base Atk +10; **CMB** +16 (+20 sunder); **CMD** 28 (30 vs. sunder)

Feats Dazzling Display, Greater Sunder, Improved Critical (greatsword), Improved Sunder, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +13 (+17 jump), Climb +10, Handle Animal +5, Intimidate +18 (+20 when raging), Perception +4, Ride +4, Survival +5, Swim +9

Languages Common

SQ armor training 1, fast movement

Gear +1 breastplate, +1 adamantite vicious greatsword, javelins (5), spiked gauntlet, 15 gp

Boon A champion can introduce the PCs to a general, merchant prince, or noble who is a fan, granting a +10 bonus on Diplomacy checks with that person. She can also order a gladiator to assist the PCs for 24 hours.

The champion is mistress of the arena, leaving in her wake a trail of wrecked armaments, battered bodies, and shattered dreams. Raising her bloodied blade, she exults in the roar of the crowd and the terror she inspires in her foes. Champions can also be used as barbarian chieftains or mercenary captains. A champion is usually encountered alone or in the company of a pair of lesser gladiators (CR 10).

CRIMINALS I

The lowest criminals haunt the alleys and slums of even the proudest cities. Slinking from their dives and basement lairs to prey upon the weak and unwary, they take what they can, making meager livings that only afford them the opportunity to go on living their violent lives, while ever hoping to make a big score. These lesser criminals often organize into gangs or, under a more influential leader, into whole guilds, becoming significantly more dangerous and daring than they ever could be alone.



PICKPOCKET

CR 1/2

XP 200

Human rogue 1

N Medium humanoid

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

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 (1d8+1)

Fort +1, **Ref** +5, **Will** –1

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal)

Ranged dart +3 (1d4)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 13

Feats Deft Hands, Skill Focus (Sleight of Hand)

Skills Acrobatics +7, Appraise +5, Bluff +6, Disable Device

+9, Disguise +8, Escape Artist +7, Knowledge (local) +5,

Perception +3 (+4 to find traps), Sense Motive +3, Sleight of

Hand +12, Stealth +7

Languages Common, Halfling

SQ trapfinding +1

Combat Gear bag of caltrops; **Other Gear** padded armor, darts (4), sap, disguise kit, thieves' tools

Boon A pickpocket can attempt to steal a small item for the PCs or plant a small item on a target.

Pickpockets are the bane of the marketplace—innocuous waifs with innocent smiles and deft hands who can cut a purse in an eyeblink. Pickpockets could also serve as any of the countless street urchins or guttersnipes found on the streets of any large city.

Adding a dagger or short sword turns a pickpocket into a desperate mugger. Replacing Deft Hands with Deceitful and changing Skill Focus from Sleight of Hand to Bluff can make a con artist pickpocket, while changing Skill Focus to Disable Device makes for a good apprentice lock-picker or trapspringer. Replacing the Appraise skill with Perform creates common acrobats, jugglers, or mummers, perhaps members of a troupe that engages in a little larceny on the side.

In pairs (CR 1), one pickpocket usually provides a distraction for her partner to take advantage of. In large cities and markets, pickpockets often work in gangs of six (CR 4) or even more. A wanderer might employ a pickpocket assistant (CR 3), while a storyteller or minstrel might employ half a dozen pickpockets to help “work” the crowd (CR 5 or 6). A shady barkeep might keep two pickpockets on staff disguised as serving girls, along with his two regular barmaids, to supplement his tavern’s income (CR 5).

STREET THUG

CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

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

DEFENSE

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

hp 16 (2 HD; 1d10+1d8+6)

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

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6+3) or

quarterstaff +2/+2 (1d6+3/1d6+1) or

dagger +4 (1d4+3/19–20) or

sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

Boon A street thug could attempt to kidnap or threaten a particular NPC, deliver a message, or create a disturbance with a street brawl whose distraction causes a –2 penalty on opposed Perception checks for 1 minute.

Street thugs are the alleybashers and bullyboys of the streets. They are the crude muscle employed by other criminals to keep rivals at bay and shake down hapless shopkeepers and business owners. Innocent townsfolk live in fear of a street thug slipping out of the shadows to administer a brutal beating.

In more lawless cities, street thugs can serve as corrupt guardsmen or as a vigilante militia. Street thugs can also be used as bouncers in a tavern or casino. Replacing Two-Weapon Fighting with Intimidating Prowess makes a street thug a better extortionist. Outside of cities and towns, street thugs can also be used as bandits or brigands, or as low-level guards for a merchant caravan.

A single street thug can be a prostitute's pimp (CR 3) or the intimidating partner of a pickpocket (CR 2). A pair of street thugs might operate with a slaver (CR 5) or torturer (CR 6), or they might work as bodyguards for a dealer acting as a minor crimelord (CR 5). Six street thugs might form a riot-busting brute squad (CR 6).

BURGLAR

CR 2

XP 600

Human rogue 3

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

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

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal) or

dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/x3) or

dagger +5 (1d4+1/19–20)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Combat Gear *potion of feather fall*, *potion of jump*, tanglefoot bag; **Other Gear** leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, *universal solvent*, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

Boon A burglar can open a trapped item for PCs or search a building for traps. She might break into a house to recover an item for the PCs or break a PC out of jail.

Burglars are prowlers of cities and towns, dancing cat-like along rooftops and slipping quietly into homes and shops by night.

Changing Skill Focus (Perception) to Skill Focus (Disable Device) turns a burglar into an expert safecracker, while replacing Deft Hands and Skill Focus (Perception) with Point Blank Shot and Weapon Focus (shortbow) makes a skulking sniper. Replacing Skill Focus (Perception) with Skill Focus (Acrobatics), and changing the quick disable rogue talent to ledge walker or stand up creates a thief-acrobat. Changing a burglar's rogue talent is a good way to customize further.

Burglars usually work alone but will sometimes hire a pickpocket as a lookout (CR 3). A trio of burglars might cooperate to rob a large house or bank, with three street thugs for muscle and a pickpocket lookout (CR 7). A burglar may also work in concert with a barkeep and barmaid (CR 5) to rob patrons' rooms of valuables.

CRIMINALS II

The artists and masterminds of all manner of illicit ventures, these criminals make a career of their lawless trades, flaunting the law and gambling with the lives of others for their own gain. While not always outright evil, such characters prove more concerned with themselves than any matter of morality or legality, and they possess the cunning, force of will, or foresight to either dupe or avoid agents of the law. Typically groups of less organized or skilled criminals serve these kingpins, though in some cases, true masters of the illicit arts prefer to work alone.



SLAVER

CR 3

XP 800

Human fighter 2/ranger 2

NE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

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

hp 30 (4d10+8)

Fort +8, **Ref** +5, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk guisarme +9 (2d4+4/x3) or

mwk sap +8 (1d6+3 nonlethal) or

spiked gauntlet +7 (1d4+3)

Ranged bolas +7 (1d4+3)

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

Special Attacks favored enemy (humans +2)

STATISTICS

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

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

Feats Combat Reflexes, Exotic Weapon Proficiency

(bolas), Precise Shot, Step Up, Weapon Focus (bolas),

Weapon Focus (guisarme)

Skills Climb +12, Handle Animal +3, Knowledge

(geography) +4, Perception +8, Ride +7, Stealth +9,

Survival +8 (+9 to follow tracks), Swim +8

Languages Common

SQ track +1, wild empathy +1

Combat Gear feather token (whip), tanglefoot

bags (2); **Other Gear** masterwork studded leather,

bolas (3), masterwork guisarme, masterwork sap,

spiked gauntlet, climber's kit, drow poison (2

doses), manacles

Boon Slavers can provide information on slave-trading

routes, major customers, and the likely location of specific

enslaved individuals, providing a +2 circumstance bonus on

Diplomacy checks to gather information about such topics.

Slavers are the scourge of free societies, sneaking into towns and villages by night and capturing the innocent, spiriting them away to underground slave markets or taking them by ship to mines, plantations, and pleasure palaces across the sea.

Slavers can also be used as riot police, low-level bounty hunters, exotic gladiators, or any kind of guard or soldier who prefers to capture opponents rather than kill them.

Slavers will sometimes employ a pair of prostitutes to inveigle their victims into a compromising position (CR 5) or a pair of street thugs to help overpower victims (CR 5). Slavers might also be found with captured slaves; these slaves could be any of the NPCs in this chapter, such as commoners or aristocrats.

SLAYER

CR 8

XP 4,800

Human ranger 5/assassin 4

NE Medium humanoid

Init +8; Senses Perception +10

DEFENSE

AC 18, touch 14, flat-footed 18 (+4 armor, +4 Dex)

hp 63 (9 HD; 5d10+4d8+18)

Fort +7, Ref +10, Will +1; +2 vs. poison

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 kukri +13/+8 (1d4+3/15–20) or

+1 kukri +11/+6 (1d4+3/15–20) and mwk kukri +11/+6 (1d4+1/15–20)

Ranged +1 composite shortbow +13/+8 (1d6+3/x3) or

shuriken +12/+7 (1d2+2) or

shuriken +10/+5 (1d2+2) and shuriken +10/+5 (1d2+1)

Special Attacks death attack (DC 15), favored enemy (humans +4, elves +2), sneak attack +2d6, true death

STATISTICS

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

Base Atk +8; CMB +10; CMD 24

Feats Deadly Aim, Endurance, Improved Critical (kukri), Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +15, Bluff +5, Climb +15, Craft (alchemy) +5, Disable Device +10, Disguise +10, Escape Artist +10, Intimidate +10, Perception +10, Sleight of Hand +15 (+19 to hide weapons), Stealth +21, Survival +10 (+12 to follow tracks), Swim +6

Languages Common, Elven

SQ favored terrain (urban +2), hidden weapons, hunter's bond (allies), poison use, track +2, wild empathy +5

Combat Gear *potions of cure light wounds* (2), *potion of gaseous form*, *potion of jump*; Other Gear +1 studded leather, +1 kukri, +1 composite shortbow (+2 Str) with 20 arrows, masterwork kukri, shuriken (20), *cloak of elvenkind*, climber's kit, disguise kit, giant wasp poison (2), large scorpion venom (2), masterwork thieves' tools

Boon Slayers can obtain poisons for the PCs at a 20% discount.

They can also arrange to kill or capture targets for the PCs' for 20% less than their usual fee (as determined by the GM).

Slayers are cold-blooded killers, assassins for hire. They are cunning tricksters, deadly snipers, masters of the knife in the back and the storm of shuriken whistling from either hand. Slayers may also be used as ninjas, spies, or particularly deadly enforcers.

Slayers often work alone, sometimes as chief enforcer for a guild master (CR 11), but many work with accomplices, such as three burglars (CR 9), a pair of highwaymen (CR 10), or a half-dozen slavers (CR 10).

GUILD MASTER

CR 10

XP 9,600

Human rogue 11

N Medium humanoid

Init +5; Senses Perception +15

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 shield)

hp 60 (11d8+11)

Fort +5, Ref +13, Will +8

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee +1 rapier +14/+9 (1d6/18–20) or

sap +13/+8 (1d6–1 nonlethal)

Ranged +1 light crossbow +14/+9 (1d8+1/19–20)

Special Attacks sneak attack +6d6 plus 6 bleed

STATISTICS

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

Base Atk +8; CMB +7; CMD 22

Feats Agile Maneuvers, Deadly Aim, Deceitful, Iron Will, Rapid Reload, Stealthy, Vital Strike, Weapon Finesse

Skills Acrobatics +19, Bluff +20, Diplomacy +15, Disable Device +30, Disguise +22, Escape Artist +22, Intimidate +10, Knowledge (local) +10, Linguistics +5, Perception +15 (+20 to find traps), Sense Motive +15, Sleight of Hand +10, Stealth +23

Languages Common, Halfling, Undercommon

SQ rogue talent (bleeding attack, finesse rogue, resiliency, slippery mind, trap spotter), trapfinding +5

Combat Gear *feather token* (whip); Other Gear +1 mithral chain shirt, +1 buckler, +1 light crossbow with 10 bolts, +1 rapier, sap, *belt of incredible dexterity* +2, *cloak of resistance* +1, *elixir of truth*, *goggles of minute seeing*, disguise kit, masterwork thieves' tools

Boon A guild master can arrange to smuggle people or items into or out of secured areas, can command a robbery, break-in, or assault on a target, or can arrange to buy or sell illegal items (treat gp limit as that of a community one size category larger).

Guild masters are crime lords par excellence. They are masters of every criminal art and have worked their way up from being common hoods to become cunning masterminds of their own organization. Guild masters can serve as spies, assassins, or master safecrackers, or as bandit lords or shady merchant princes.

A guild master often keeps a slayer or two as bodyguards and enforcers (CR 11 or 12), but some with more flamboyance prefer to keep a gladiatorial champion and sellsword (CR 12) or half a dozen sellswords (CR 13). A guild master may also be found in the company of a pair of nobles or merchant princes of uncertain morals (CR 11).

CRUSADERS

Champions of righteous quests and agents in the direct service of deities, crusaders hunt the enemies of their faith wherever they lurk. While servants of holy groups might seek out cultists, witches, evil mages, and all manner of other heretics—on missions either righteous or misguided—the minions of foul divinities too might hunt down those who oppose their faiths. Whatever their association, crusaders are driven by their beliefs and can prove to be among the most devoted allies or fanatical enemies.



SQUIRE

CR 1/3

XP 100

Human aristocrat 1

N Medium humanoid

Init +1; **Senses** Perception –1

DEFENSE

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

hp 5 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee lance +1 (1d8+1/x3) or

light pick +1 (1d4+1/x4)

Ranged shortbow +1 (1d6/x3)

STATISTICS

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

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

Feats Animal Affinity, Mounted Combat

Skills Craft (armor) +3, Craft (weapons) +3, Handle Animal +6, Knowledge (nobility) +3, Ride +6

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, light wooden shield, lance, light pick, shortbow with 20 arrows, light horse (combat trained) with riding saddle

Boon A squire can make a personal introduction to a knight or help the PCs buy a combat trained mount or riding gear at a 5% discount. A squire might also agree to serve a fighter, paladin, or ranger PC, either for a limited time, or until granted knighthood.

Squires are aspiring knights, robust youths who train in skill at arms but also busy themselves with tending and caring for their master's gear, keeping it sharp, clean, and ready to use. Squires also learn the courtly arts and etiquette. After proving their loyalty and skill in battle, squires usually become knights. In lands where knighthood is only granted by a king or other monarch, some squires remain so for their entire lives.

Squires can be used as heralds, standardbearers, scouts, or royal messengers. They might also be used as skirmishers or light cavalry, or perhaps as the guards of a minor noble's manor house. A group of squires could also serve as a noble hunting party.

Simply giving a squire heavier armor can make a more formidable mounted combatant, while replacing the pick with a scimitar or longsword creates a nomadic horselord warrior.

A squire often accompanies a knight (CR 7), or a pair of squires may accompany a noble scion (CR 3). Six squires can make a patrol of scouts or a hunting party (CR 3). Three squires can serve as outriders for a caravan, along with three caravan guards (CR 5), or six squires might work with a highwayman (CR 7).

HOLY WARRIOR

CR 6

XP 2,400

Human paladin 7

LG Medium humanoid

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

Aura courage (10 ft.)

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 51 (7d10+13)

Fort +8, **Ref** +7, **Will** +6

Defensive Abilities divine grace +2; **Immune** disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* +10/+5 (2d6+4/19–20) or

lance +9/+4 (1d8+3/×3) or

dagger +9/+4 (1d4+2/19–20)

Ranged +1 *composite longbow* +11/+11/+6 (1d8+3/×3) or

dagger +10 (1d4/19–20)

Special Attacks smite evil (3/day, +2 attack and AC, +7 damage)

Spell-Like Abilities (CL 7th; concentration +9)

At Will—*detect evil*

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

2nd—*eagle's splendor*

1st—*bless weapon, divine favor*

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 22

Feats Deadly Aim, Manyshot, Point Blank Shot, Power Attack, Rapid Shot

Skills Craft (armor) +4, Craft (weapons) +4, Diplomacy +6, Handle Animal +6, Heal +4, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +4, Ride +10, Sense Motive +4

Languages Common

SQ aura of good, channel positive energy (DC 15, 4d6), divine bond (weapon +1), lay on hands (3d6, 5/day), mercies (fatigued, dazed)

Gear +1 *breastplate*, +1 *greatsword*, +1 *composite longbow* (+2 Str) with 20 arrows, 10 cold iron arrows, and 10 alchemical silver arrows, dagger, lance, silver holy symbol, light horse (combat trained) with military saddle

Boon A holy warrior can accompany the PCs for up to 3 days on a mission consistent with his alignment or can send a squad of up to four temple guards (as guards) for 1 day.

Holy warriors are divinely sanctified and anointed warriors, raining death with bow and blade upon the forces of darkness and bringing hope and rescue to the desperate. Holy warriors are versatile combatants and could be masters of a temple or monastery. A holy warrior might command ten temple guards (as guards, CR 9), while a pair of holy warriors might escort a priest (CR 10). A half dozen could be a saint's honor guard (CR 13).

SAINT

CR 11

XP 12,800

Human paladin 12

LG Medium humanoid

Init –1; **Senses** Perception +6

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 22, touch 9, flat-footed 22 (+9 armor, –1 Dex, +4 shield)

hp 92 (12d10+26)

Fort +15, **Ref** +8, **Will** +13

Defensive Abilities divine grace +5; **DR** 5/magic; **Immune** charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *evil outsider bane scimitar* +15/+10/+5 (1d6+3/15–20) or light hammer +14/+9/+4 (1d4+2)

Ranged light hammer +11 (1d4+2)

Special Attacks channel positive energy (DC 21, 6d6), smite evil (+5 attack and AC, +12 damage)

Spell-Like Abilities (CL 12th; concentration +17)

At Will—*detect evil*

Paladin Spells Prepared (CL 9th; concentration +14)

3rd—*dispel magic, magic circle vs. evil*

2nd—*bull's strength, resist energy, shield other*

1st—*bless weapon, divine favor* (2), *lesser restoration*

STATISTICS

Str 15, **Dex** 8, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +12; **CMB** +14; **CMD** 23

Feats Alignment Channel, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Improved Critical (scimitar), Magical Aptitude, Power Attack

Skills Diplomacy +20, Handle Animal +10, Knowledge (religion) +10, Perception +6, Perform (oratory) +6, Sense Motive +10, Spellcraft +20, Use Magic Device +21

Languages Celestial, Common

SQ aura of good, divine bond (weapon +3), lay on hands (6d6, 15/day [4 for channeling only]), mercies (sickened, diseased, nauseated, stunned)

Combat Gear *scrolls of expeditious retreat* (4), *see invisibility* (1), and *true strike* (4); **Other Gear** +1 *half-plate of invulnerability*, +2 *heavy steel lion's shield*, +1 *evil outsider bane scimitar*, cold iron light hammers (2); *headband of alluring charisma* +2, silver holy symbol

Boon A saint can craft or commission a good-aligned magical item for the PCs at a 20% discount, arrange an audience with a good-aligned NPC of any level, or obtain a response to a single question to her deity as if using a *commune* spell.

A saint is the embodiment of the crusader ideal. A saint might head a crusader temple or order or could be matriarch of her own religious tradition. A saint usually keeps a priest and holy warrior as advisors (CR 12), or a saint with a squad of four holy warriors might accompany a king (CR 15).

DUNGEON

While dungeons often conjure images of deadly traps and lurking monsters, they first and foremost serve as places to confine criminals and captives. Whether locked away and forgotten in the oubliettes of evil lords or serving out just punishments in heavily guarded cells, a prisoner must acquire unique skills to survive incarcerated life. By the same token, the guards who watch over dangerous wards gain their own expertise, both at dealing with sneaky captives and wresting what they desire from even the most uncooperative convict.

PRISONER

CR 2

XP 600

Human expert 4

N Medium humanoid

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

DEFENSE

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

hp 26 (4d8+8)

Fort +3, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee improvised dagger +2 (1d4)

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 11

Feats Catch Off-Guard, Diehard, Endurance

Skills Craft (choose one) +8, Climb +5, Escape Artist +5, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Perception +8, Profession (choose one) +8, Sleight of Hand +5, Survival +8, Swim +5

Languages Aklo, Common

Boon A prisoner can impart secrets of a prison they have inhabited, granting a +2 circumstance bonus on Perception, Survival, and Knowledge (dungeoneering or engineering) checks within that prison. A prisoner can also draw a map of a prison, or might have information about other prisoners or know which guards are corrupt.

Prisoners are hapless wretches who have spent uncounted years locked away in the deepest cells. Battered and bruised, their minds assaulted by the endless imprisonment and the mad ravings of weak-minded cellmates, prisoners endure through sheer force of will and the hope that one day they shall see their freedom. Prisoners may be found in town jails, large prisons, or underground dungeons, either as convicted criminals, political prisoners, or wretched captives.

Prisoners can be used for escaped convicts, beggars, galley slaves, shipwreck survivors, escaped slaves, or similar outlaws or desperate folk. Giving a prisoner the Throw Anything feat makes a prisoner skilled with improvised melee and ranged weapons. Giving him a Skill Focus feat makes an expert being held prisoner for his skill or knowledge, perhaps someone the PCs are hired to rescue. Prisoners might have Great Fortitude, Iron Will, or Lightning Reflexes to represent the hardships they have overcome.

Prisoners may be found alone or in a work gang of a half-dozen under the watchful eye of a slaver (CR 6). Five prisoners can serve as the crazed flock of a cultist (CR 7). A dozen prisoners outfitted with pitchforks and other farm implements makes an angry peasant mob (CR 9).



TURNKEY

CR 3

XP 800

Human warrior 5

N Medium humanoid

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

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 37 (5d10+10)

Fort +5, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+4/x3) or

spiked gauntlet +8 (1d4+3) or

sap +8 (1d6+3 nonlethal)

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

STATISTICS

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

Base Atk +5; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)

Feats Alertness, Improved Bull Rush, Intimidating Prowess, Power Attack

Skills Intimidate +10, Perception +4, Sense Motive +4

Languages Common

Combat Gear tanglefoot bags (2); **Other Gear** +1 half-plate, masterwork guisarme, sap, spiked gauntlet

Boon A turnkey can allow the PCs to locate and speak to prisoners, and potentially even release them. Like prisoners, turnkeys possess detailed knowledge of specific prisons.

Turnkeys are jailers and wardens, walking through prison halls and keeping the inmates in line with public beatings. Though dim-witted, most turnkeys are experienced enough to see through attempts to deceive them unless the talker is quite clever.

Turnkeys can also be used as armed porters, gate guards, or well-armored warehouse guards. In non-good cities, turnkeys might be used as thuggish city guards or brute squads.

Changing a turnkey's feats creates a variety of different NPCs. A turnkey with Skill Focus (Sense Motive) instead of Improved Bull Rush is an even more canny judge of character, while Skill Focus (Intimidate) creates an even scarier jailer. Replacing Improved Bull Rush with Improved Overrun or Improved Sunder gives turnkeys alternate combat maneuvers to use. The Blind-Fight feat allows turnkeys to operate more effectively in dark dungeons, and Combat Reflexes combined with Stand Still makes turnkeys almost impossible for escaped prisoners to slip by.

A turnkey will usually have a pair of guards to assist in his patrols (CR 5), or four guards in particularly dangerous prisons (CR 6). Four turnkeys might be found together in a well-staffed guardroom (CR 7). A slaver might be accompanied by two turnkey guards (CR 6), and a torturer often has two turnkeys as guards for her charges (CR 7).

TORTURER

CR 5

XP 1,600

Human expert 5/fighter 2

NE Medium humanoid

Init +1; **Senses** Perception +11

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 52 (7 HD; 2d10+5d8+19)

Fort +6, **Ref** +2, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 heavy flail +10 (1d10+7/19–20) or

unarmed strike +9 (1d3+4 plus Scorpion Style) or

mwk whip +10 (1d3+4 nonlethal)

Reach 5 ft. (15 ft. with whip)

STATISTICS

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

Base Atk +5; **CMB** +9 (+11 grapple); **CMD** 20 (22 vs. grapple)

Feats Exotic Weapon Proficiency (whip), Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Persuasive, Scorpion Style, Skill Focus (Profession [torturer])

Skills Craft (traps) +4, Diplomacy +6, Heal +6, Intimidate +16, Knowledge (dungeoneering) +3, Perception +11, Profession (torturer) +19, Sense Motive +11

Languages Common

Combat Gear vials of acid (2), alchemist's fire (2), greenblood oil (2 doses), tanglefoot bags (2); **Other Gear** +1 banded mail, +1 heavy flail, masterwork whip, masterwork torturer's tools (+5 competence bonus on Profession [torturer] checks)

Boon A torturer can question an individual delivered by the PCs, arrange for an NPC of up to 6th level to be detained for 24 hours, or release an individual from the torture chambers.

Torturers, hated by nearly everyone, are kept in the dark corners of tyrannical lords' castles to subject their prisoners to unspeakable torments with fire, acid, persuasion, intimidation, delicate instruments, or even their bruising fists. Sometimes these encounters are quests for truth, other times merely grim entertainments, but they always involve inflicting pain.

Torturers can be used as pit fighters, royal headsmen, gladiatorial trainers, or drill sergeants in cruel armies. Torturers might also be sadistic castle guards or even members of the city watch in especially brutal cities. The dungeons beneath a temple to an evil god could also have torturers on hand for sacred rituals.

A torturer often has a turnkey or a pair of street thugs as brutish assistants (CR 6). Some torturers are accompanied by four guards or two slavers instead (CR 7). A torturer might be paired with a slayer (CR 9), or two torturers could serve a guild master (CR 11).

ENTERTAINERS

Performers of all walks lighten the daily burden of common folk with tales and song, comedy and drama. Yet, within the power of such skilled players also lies the ability to spread news and knowledge, rally the spirit, or incite revolution. Entertainers take a wide variety of forms, from comedians and wandering bards, to evangelists and skilled orators, to fools and scholars. Whatever their path, when entertainers talk, the people listen.



STORYTELLER

CR 1

XP 400

Human bard 2

N Medium humanoid

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18–20) or
whip +1 (1d3)

Ranged shortbow +3 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

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

1st (3/day)—*comprehend languages*, *hideous laughter* (DC 14),
ventriloquism

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

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 14

Feats Dodge, Skill Focus (Perform [Oratory])

Skills Bluff +8, Diplomacy +11, Disguise +10, Intimidate +8,
Knowledge (local) +7, Perception +4, Perform (act) +8,
Perform (oratory) +11, Sense Motive +11, Sleight of Hand +7,
Stealth +6

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (oratory)

Gear masterwork studded leather, buckler, rapier, shortbow
with 20 arrows, whip, disguise kit, light horse (combat
trained) with riding saddle

Boon A storyteller can pass along a small bit of lore or
gossip that grants a +2 circumstance bonus on a PC's next
Knowledge (history or local) check.

A storyteller is a traveling raconteur, a collector and performer of tall tales, epic poems, and ancient history. They move from town to town reciting their repertoire and picking up new bits of lore and gossip to pass on at the next town. Taverns and inns frequently contain a storyteller entertaining patrons, but storytellers can also be found performing on the street or in market squares. A storyteller could be used as a town crier or herald, or as a revolutionary or rabble-rouser working to stir up public opinion.

A storyteller can be found working for a barkeep (CR 4) or traveling with an out-of-work caravan guard (CR 3).

MINSTREL

CR 5

XP 1,600

Human bard 6

N Medium humanoid

Init +2; Senses Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 30 (6d8+3)

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

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18–20)

Ranged +1 light crossbow +7 (1d8+1/19–20)

Special Attacks bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])

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

2nd (4/day)—*calm emotions*, *enthrall* (DC 16), *sound burst* (DC 16), *tongues*

1st (5/day)—*charm person* (DC 15), *cure light wounds*, *expeditious retreat*, *grease* (DC 15)

o (at will)—*ghost sound* (DC 14), *light*, *lullaby*, *mage hand*, *resistance*, *summon instrument*

STATISTICS

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

Base Atk +4; CMB +5; CMD 17

Feats Extra Performance, Point Blank Shot, Precise Shot, Skill Focus (Perform [String])

Skills Acrobatics +10, Bluff +18, Diplomacy +18, Knowledge (nobility) +9, Linguistics +5, Perception +8, Perform (oratory) +13, Perform (sing) +13, Perform (string) +18, Sense Motive +13, Sleight of Hand +11, Spellcraft +10, Stealth +10

Languages Common, Dwarven, Elven

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

Combat Gear *scrolls of cure light wounds* (2), *disguise self* (2), *remove fear* (2), *pyrotechnics*; Other Gear masterwork chain shirt, masterwork buckler, +1 light crossbow with 10 bolts, masterwork rapier, masterwork harp

Boon A minstrel can write and publish a song or story lauding the PCs and their accomplishments, granting them a +2 circumstance bonus on Diplomacy checks for 1 week.

A minstrel is a professional bard, an accomplished performer used to playing at festivals and lordly tables. He is a versatile performer but specializes in song, story, and especially the playing of the lute, lyre, harp, and other stringed instruments.

A minstrel down on his luck might play for a barkeep (CR 6). Two minstrels could be the apprentices of a celebrity bard (CR 11), while a troupe of three minstrels might play for a noble (CR 10) or even a king and queen (CR 15).

CELEBRITY BARD

CR 10

XP 9,600

Human bard 11

N Medium humanoid

Init +2; Senses Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 79 (11d8+30)

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

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4–1/19–20)

Ranged mwk light crossbow +11 (1d8/19–20)

Special Attacks bardic music 30 rounds/day (countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)

Bard Spells Known (CL 11th; concentration +17)

4th (3/day)—*dominate person* (DC 20), *greater invisibility*, *rainbow pattern* (DC 20)

3rd (5/day)—*charm monster* (DC 19), *crushing despair* (DC 19), *haste*, *slow* (DC 19)

2nd (6/day)—*cure moderate wounds*, *hold person* (DC 18), *minor image* (DC 18), *silence* (DC 18), *tongues*

1st (7/day)—*charm person* (DC 17), *cure light wounds*, *disguise self*, *expeditious retreat*, *hideous laughter* (DC 17), *identify*

o (at will)—*dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

STATISTICS

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

Base Atk +8; CMB +7; CMD 19

Feats Arcane Strike, Craft Wondrous Item, Greater Spell Penetration, Magical Aptitude, Spell Penetration, Vital Strike, Weapon Finesse

Skills Linguistics +5, Perception +10, Perform (act) +20, Perform (dance) +20, Perform (sing) +20, Sense Motive +5, Sleight of Hand +10, Spellcraft +19, Stealth +15, Use Magic Device +24

Languages Common, Draconic, Elven

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

Combat Gear *scrolls of align weapon*, *see invisibility*, *mount*, *wand of shocking grasp* (CL 4, 50 charges); Other Gear +1 chain shirt, +1 buckler, masterwork light crossbow with 10 bolts, daggers (2), *cloak of resistance* +1, *headband of alluring charisma* +4, 2,500 gp in jewelry

Boon Knowing a celebrity bard can give PCs a +2 circumstance bonus on Diplomacy checks in a region for 1 month.

A celebrity bard is a legendary performer, and the wealthy and powerful clamor for her to grace them with a performance. Celebrity bards often entertain at the request of a queen or general (CR 12).

FIGHTING SCHOOL

Favoring students with strong arms and disciplined souls, fighting schools pass on secrets of martial finesse to those with the talent and ability to be trained. Whether taking the form of monasteries hidden high in misty mountains or underground fighting pits secreted beneath city streets, fighting schools hone their students into living weapons. While many fighting schools focus on exotic martial arts, some students learn their skills from the brutality of the streets, the ways of beasts, or the techniques of long-dead warrior sages.



CR 1

INITIATE

XP 400

Human monk 2

LN Medium humanoid

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 13 (2d8+4)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+2) or

unarmed strike flurry of blows +2/+2 (1d6+2) or

mwk shortspear +4 (1d6+2)

Ranged mwk light crossbow +4 (1d8/19–20) or

mwk shortspear +4 (1d6+2)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 18

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Stand Still, Stunning Fist

Skills Acrobatics +7, Climb +6, Escape Artist +7, Perception +7, Sense Motive +7, Stealth +6

Languages Common

Combat Gear oil of magic fang +1, potion of cure light wounds, alchemist's fire (2); **Other Gear** masterwork light crossbow with 10 bolts, masterwork shortspear, 3 gp

Boon Initiates can assist the PCs in a single fight or offer the PCs free temporary lodging at their academy.

Initiates are the novice members of martial arts academies or monasteries, learning hand-to-hand fighting, agility, meditation, and humility at the hands of their masters. They may spend their entire lives in the monastery, honing their minds and bodies to perfection.

Initiates can serve as bodyguards in areas where weapons are forbidden or as unconventional foot soldiers and skirmishers. They could also be used as unarmed brawlers, boxers, gladiators, or pit fighters.

Exchanging an initiate's monk bonus feats creates NPCs with different combat abilities, such as Catch Off-Guard and Throw Anything for an improvised weapon master, Improved Grapple for a wrestler, or Scorpion Style for different unarmed combat flavor.

An initiate may be found escorting a pair of acolytes (CR 3), or four initiates could be responsible for protecting a group of six pilgrims on a pilgrimage to a distant temple (CR 9). A group of six initiates might be encountered traveling between two monasteries (CR 6), or five initiates could form a training class under the tutelage of a battle monk (CR 7).

BATTLE MONK

CR 4

XP 1,200

Human monk 5

LN Medium humanoid

Init +2; **Senses** Perception +12

DEFENSE

AC 19, touch 18, flat-footed 16 (+1 armor, +2 Dex, +1 dodge, +1 monk, +4 monk)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +9; +2 vs. enchantment

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d8+1) or

unarmed strike flurry of blows +5/+5 (1d8+1) or

kama +5 (1d6+1) or

kama flurry of blows +5/+5 (1d6+1)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks flurry of blows, stunning fist (5/day, DC 16, fatigued)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 22

Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Finesse

Skills Acrobatics +10 (+19 jump), Climb +7, Escape Artist +7, Perception +12, Sense Motive +12, Stealth +10

Languages Common

SQ fast movement, high jump, *ki* pool (6 points, magic), maneuver training, slow fall 20 ft., high jump

Combat Gear alchemist's fire, smokesticks (2); **Other Gear** masterwork light crossbow with 10 bolts, kama, *bracers of armor* +1, *cloak of resistance* +1

Boon A battle monk can assist the PCs in a single fight (or send several initiates) if it serves the interest of her academy or her master. A battle monk could also introduce the PCs to the master of her academy or to a diplomat, merchant, or other NPC from the land where her martial art originated.

Battle monks are the instructors in fighting schools and monasteries, teaching the arts of agility and swift perfection to their students. They are also the honor guard for their masters, the messengers and emissaries of the school and its methods.

Battle monks make excellent thief-takers and mid-level bounty hunters, catching and disabling their quarry and bring them back for questioning. A battle monk can also serve as an unarmed, but still dangerous and effective, bodyguard.

A battle monk often has a trio of initiates with her (CR 6), or two battle monks might accompany a holy warrior affiliated with the school (CR 8).

MASTER

CR 14

XP 38,400

Human monk 15

LN Medium humanoid

Init +3; **Senses** Perception +23

DEFENSE

AC 25, touch 24, flat-footed 22 (+1 armor, +1 deflection, +3 Dex, +5 monk, +5 Wis)

hp 112 (15d8+45)

Fort +12, **Ref** +13, **Will** +15; +2 vs. enchantment

Defensive Abilities improved evasion; **Immune** disease, poison; **SR** 25

OFFENSE

Speed 80 ft.

Melee unarmed +15/+10/+5 (2d10+3/19–20 plus 1d6 electricity) or unarmed flurry of blows +17/+17/+12/+12/+7/+7 (2d10+3/19–20 plus 1d6 electricity) or

kama +14/+9/+4 (1d6+3) or

kama flurry of blows +16/+16/+11/+11/+6/+6 (1d6+3)

Ranged +1 sling +15 (1d4+4)

Special Attacks flurry of blows, quivering palm (DC 22), stunning fist (16/day, DC 22, fatigued, sickened, staggered)

STATISTICS

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 20, **Cha** 8

Base Atk +11; **CMB** +18 (+22 to trip); **CMD** 38 (40 vs. trip)

Feats Gorgon's Fist, Greater Trip, Improved Critical (unarmed strike), Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Lunge, Medusa's Wrath, Power Attack, Scorpion Style, Skill Focus (Acrobatics), Snatch Arrows, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (unarmed strike)

Skills Acrobatics +25 (+60 jump), Climb +10, Escape Artist +10, Heal +10, Knowledge (history) +5, Knowledge (religion) +5, Perception +23, Profession (gardener) +10, Sense Motive +20, Stealth +20, Survival +6, Swim +10

Languages Common

SQ abundant step, fast movement, high jump, *ki* pool (12 points, lawful, magic), maneuver training, slow fall 70 ft., wholeness of body

Combat Gear oil of align weapon (2), potion of cure light wounds (2) **Other Gear** kama, +1 sling with 10 bullets, amulet of mighty fists (shock), belt of physical perfection +2, bracers of armor +1, cloak of resistance +1, headband of inspired wisdom +2, monk's robe, ring of protection +1

Boon Masters can lend their own and their school's reputation to the PCs, granting a +2 bonus for 1 month on Leadership checks to attract followers or to attract a monk cohort.

Masters are the undisputed champions of unarmed combat, able to focus their inner strength into a single devastating blow or a barrage of attacks that leave their enemies dazed and reeling. A master can be a unique arena champion or an emissary from a distant empire. Masters may travel with a cohort of 10 battle monks from their academy (CR 16).

FRONTIER

At the edge of civilization, grim individuals scrape a harsh life from unforgiving lands. These masters of the wilderness learn the ways of their chosen lands, forgoing the comforts of cities and cultured company for peace and simplicity among beasts and nature. While some are mere visitors to frontier lands, guiding others or hunting for resources, others are true denizens of the wilds, as at home in nature as any untamed beast—and in many ways, just as dangerous.



TRAPPER

CR 3

XP 800

Human ranger 4

N Medium humanoid

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 30 (4d10+8)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+2/x3) or
handaxe +6 (1d6+2/x3)

Ranged mwk composite longbow +7 (1d8+2/x3) or
throwing axe +6 (1d6+2)

Special Attacks favored enemy (animals +2)

Ranger Spells Prepared (CL 1st; concentration +2)
1st—*charm animal* (DC 12)

STATISTICS

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

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

Feats Deadly Aim, Dodge, Endurance, Mobility, Point
Blank Shot

Skills Climb +10, Craft (traps) +9, Handle Animal +6, Heal +8,
Perception +7, Profession (trapper) +8, Ride +6, Stealth +8,
Survival +8 (+10 to follow tracks), Swim +6

Languages Common

SQ favored terrain (woods +2), hunter's
bond (badger animal companion), track
+2, wild empathy +4

Combat Gear black adder venom (1 dose),
scrolls of cure light wounds (2), *scrolls of speak
with animals* (2); **Other Gear** masterwork studded
leather, masterwork buckler, masterwork battleaxe,
masterwork composite longbow (+1 Str) with 20 arrows,
throwing axes (2), climber's kit, healer's kit, masterwork
trapmaking tools

Boon Trappers can provide food for the PCs for 1 week and
can tell them secrets of the wild lands where they live,
granting a +2 circumstance bonus on Survival checks within
a 20-mile radius.

Trappers are roving hunters who wander the woods. They take any animal they can safely hunt or trap, but they are best known as the heart of the fur trade, making a variety of handcrafted but deadly effective traps to catch the unwary beasts of the forest. Trappers could be used as royal game wardens, as scouts, or as hunters for a nomadic tribe.

Trappers are typically loners but will sometimes pair up with another trapper (CR 5), a monster hunter (CR 6), or a beast master (CR 7) for companionship.

HERMIT

XP 2,400

Human druid 7

N Medium humanoid

Init +0; Senses Perception +10

DEFENSE

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

hp 38 (7d8+7)

Fort +7, Ref +3, Will +10; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6–1)

Special Attacks wild shape 2/day

Druid Spells Prepared (CL 7th; concentration +11)

4th—*air walk*, *flame strike* (DC 18)

3rd—*call lightning* (DC 18), *spek with plants*, *stone shape*

2nd—*flaming sphere* (DC 18), *hold animal* (DC 18), *resist energy*, *tree shape*

1st—*cure light wounds*, *endure elements*, *hide from animals*, *longstrider*, *produce flame*

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

STATISTICS

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

Base Atk +5; CMB +4; CMD 14

Feats Blind-Fight, Combat Casting, Craft Wand, Natural Spell, Self-Sufficient

Skills Fly +10, Handle Animal +11, Heal +18, Knowledge (dungeoneering) +5, Knowledge (geography) +10, Knowledge (nature) +12, Linguistics +5, Perception +10, Profession (gardener) +10, Profession (herbalist) +10, Spellcraft +6, Survival +18, Swim +4

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran

SQ nature bond (owl animal companion), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *wands of cure light wounds*, *detect animals or plants*, *faerie fire*, *lesser restoration*, *spek with animals* (50 charges each); Other Gear quarterstaff, bracers of armor +1, cloak of resistance +1, antitoxin (2) healer's kit, wooden holy symbol

Boon A hermit can offer healing, food, and shelter for up to a week. A hermit can also arrange a meeting with a sentient creature or wilderness NPC with a +5 bonus on related Diplomacy checks due to the hermit's reputation.

Hermits are lonely dwellers in the wilderness, eking out an existence in harmony with nature and delighting in their solitude, far from the noise and bustle of civilization. Hermits can act as woodland sentinels, spying on trespassers. Hermits rarely have companions other than animals, but they may occasionally have a pilgrim or a pair of vagabonds as guests (CR 7) or take counsel with a shaman and beast master (CR 9) whose tribe lives nearby.

CR 6

GUIDE

XP 3,200

Human expert 9

N Medium humanoid

Init +2; Senses Perception +14

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 40 (9d8)

Fort +3, Ref +5, Will +8

OFFENSE

Speed 30 ft.

Melee mwk shortspear +7/+2 (1d6) or dagger +6/+1 (1d4/19–20)

Ranged +1 light crossbow +9 (1d8+1/19–20) or mwk shortspear +9 (1d6) or dagger +8 (1d4/19–20)

STATISTICS

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

Base Atk +6; CMB +6; CMD 18

Feats Animal Affinity, Endurance, Far Shot, Mounted Combat, Point Blank Shot, Skill Focus (Survival)

Skills Climb +8, Handle Animal +12, Knowledge (geography) +12, Knowledge (local) +5, Knowledge (nature) +5, Linguistics +9, Perception +14, Ride +15, Stealth +13, Survival +17, Swim +4

Languages Common, Elven, Gnoll, Gnome, Halfling, Orc, Sylvan

Combat Gear *potion of spider climb*, smokestick, tanglefoot bags (2); Other Gear +1 chain shirt, +1 light crossbow with 20 bolts, dagger, mwk shortspear, climber's kit, heavy horse (combat trained) with studded leather barding and horseshoes of speed, tindertwigs (5), 5 gp

Boon A guide can track a particular creature or lead the PCs safely through a wilderness area for up to 3 days.

Guides are trailblazers and pathfinders, master trackers and experts at finding their way through the wilderness. They are outriders and scouts par excellence, but they leave the heavy fighting to others, preferring to snipe from long range while keeping well out of harm's way.

Guides might also be used as highly-skilled long-range messengers, or perhaps members of a specially trained royal courier corps. Guides might also serve as elite dragoons or mounted infantry in a powerful army.

A single guide may be encountered escorting two pilgrims (CR 8) or a pair of traveling merchants and their sellsword bodyguard (CR 10), or she might lead an entire caravan, with eight caravan guards and eight vagabonds (CR 10). A guide might also partner with a monster hunter or minstrel (CR 8) or two knights hunting evil in the wilderness (CR 9). A wise guide frequently works with a pair of trappers who are intimately familiar with an area (CR 8).

HERETICS

Those who indulge in dark mysteries and commune with powers from fell realms beyond the veil of reality find themselves shunned by fearful folk and branded heretics. Although not all who call upon the powers of the planes are evil, the subversive call and tempting offers of immortal fiends prove overwhelming to many heretics, corrupting even the best intentions to foulness. Often, such corruption takes the form of perverse, fiend worshipping religion binding together nefarious sorts into secretive cults.



CULTIST

CR 2

XP 600

Human cleric 3

NE Medium humanoid

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

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 16 (3d8+3)

Fort +4, **Ref** +2, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk sickle +3 (1d6)

Ranged dart +3 (1d4)

Special Attacks channel negative energy 6/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

6/day—rebuke death (1d4+1), touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*cure moderate wounds*^D, *death knell* (DC 14), *hold person* (DC 14)

1st—*bane* (DC 13), *cause fear* (DC 13), *cure light wounds*^D, *doom* (DC 13)

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

D domain spell; **Domains** Evil, Healing

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 15, **Cha** 16

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

Feats Alignment Channel, Combat Casting, Selective Channeling

Skills Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, Perception +3, Sense Motive +6, Spellcraft +3

Languages Abyssal, Common, Infernal

Combat Gear bloodroot poison (1 dose), vials of unholy water (2); **Other Gear** chainmail, light steel shield, darts (4), masterwork sickle, silver unholy symbol

Boon A cultist can hide the PCs or others they designate within a secret cult sanctuary for up to 3 days. They could also plant false evidence implicating an NPC as a cult member.

Cultists are members of secret societies, meeting hooded and masked in dark masses and unspeakable, blasphemous rites. They gather the lay cult members and lead them in their maledictions, channeling for them the shadowed powers of the nether planes.

Cultists can be found leading small cult cells or congregations of a half-dozen farmers, shipmates, bloodthirsty cannibals, or even misguided acolytes (CR 5). A pair of cultists might lead a larger cult of nine doomsayers or initiates (CR 8).

Cultists might also serve as disciples of more powerful spellcasters. A pair of cultists can be acolytes of an evil medium (CR 6), three cultists might be apprenticed to a shaman (CR 7), four could follow a conjurist (CR 8), or up to a dozen cultists might follow a cult leader (CR 12).

CONJURIST

CR 6

XP 2,400

Human conjurer 7

N Medium humanoid

Init +5; Senses Perception +5

DEFENSE

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

hp 45 (7d6+21)

Fort +5, Ref +4, Will +6

OFFENSE

Speed 30 ft.

Melee cold iron or alchemical silver dagger +2 (1d4–1/19–20)

Ranged cold iron or alchemical silver dagger +4 (1d4–1/19–20)

Arcane Spell-Like Abilities (CL 7th; concentration +12)
8/day—acid dart (1d6+3 acid)

Wizard Spells Prepared (CL 7th; concentration +12)

4th—*dimension door*, *summon monster IV*

3rd—*haste*, *stinking cloud* (DC 18), *summon monster III*

2nd—*glitterdust* (DC 17), *invisibility*, *minor image* (DC 17),
summon monster II

1st—*grease* (DC 16), *mage armor*, *magic missile* (2), *protection from good*, *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*,
ray of frost

Prohibited Schools enchantment, necromancy

STATISTICS

Str 8, Dex 13, Con 14, Int 20, Wis 10, Cha 12

Base Atk +3; CMB +2; CMD 17

Feats Augment Summoning, Craft Wondrous Item, Defensive Combat Training, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (conjuration)

Skills Appraise +10, Craft (traps) +15, Craft (jewelry) +10, Fly +10, Handle Animal +5, Intimidate +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +10, Knowledge (planes) +15, Knowledge (religion) +10, Linguistics +10, Perception +5, Spellcraft +15

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran

SQ arcane bond (quasit familiar), summoner's charm (3 rounds)

Combat Gear *lesser metamagic rod* (silent), *scrolls of expeditious retreat*, *obscuring mist*, *see invisibility*, *black tentacles*; **Other Gear** alchemical silver dagger, cold iron dagger, *cloak of resistance* +1, *headband of vast intellect* +2

Boon A conjurist can provide hidden lore about one type of outsider, granting a +2 circumstance bonus on the next Charisma-based check PCs make with that type of creature.

Conjurists are arcanists who have studied the planes, irresistibly drawn to forbidden lore that shatters mind and morality. Conjurists may be exotic court mages or unusual war wizards. A conjurist will often keep a battle monk bodyguard or may have a hedge wizard or medium as an assistant (CR 7).

CULT LEADER

CR 11

XP 12,800

Human cleric 10/rogue 2

NE Medium humanoid

Init +2; Senses Perception +10

DEFENSE

AC 24, touch 14, flat-footed 22 (+6 armor, +2 deflection, +2 Dex, +4 shield)

hp 83 (12d8+29)

Fort +10, Ref +9, Will +13

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 *human bane morningstar* +10/+5 (1d8+2)

Ranged dagger +10 (1d4+1/19–20)

Special Attacks channel negative energy 5/day (DC 15, 5d6), scythe of evil (5 rounds, 1/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 10th; concentration +15)
8/day—rebuke death (1d4+5), touch of evil (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*breath of life*^D, *mass cure light wounds*, *righteous might*,
summon monster V

4th—*air walk*, *cure critical wounds*, *dismissal* (DC 19), *divine power*, *unholy blight*^D (DC 19)

3rd—*cure serious wounds* (2), *dispel magic*, *magic circle against good*^D, *prayer*

2nd—*aid*, *cure moderate wounds*^D, *death knell* (DC 17), *silence* (DC 17), *spiritual weapon*, *undetectable alignment*

1st—*command* (DC 16), *cure light wounds*^D, *deathwatch*,
divine favor, *obscuring mist*, *remove fear*, *shield of faith*

0 (at will)—*create water*, *guidance*, *light*, *purify food & drink*
D domain spell; Domains Evil, Healing

STATISTICS

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

Base Atk +8; CMB +9; CMD 23

Feats Channel Smite, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Forge Ring, Vital Strike

Skills Bluff +5, Diplomacy +5, Heal +10, Knowledge (history) +3, Knowledge (local) +3, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +5, Perception +10, Profession (any one) +10, Sense Motive +10, Spellcraft +10

Languages Abyssal, Common, Infernal, Terran

SQ aura, healer's blessing, rogue talent (combat trick), trapfinding

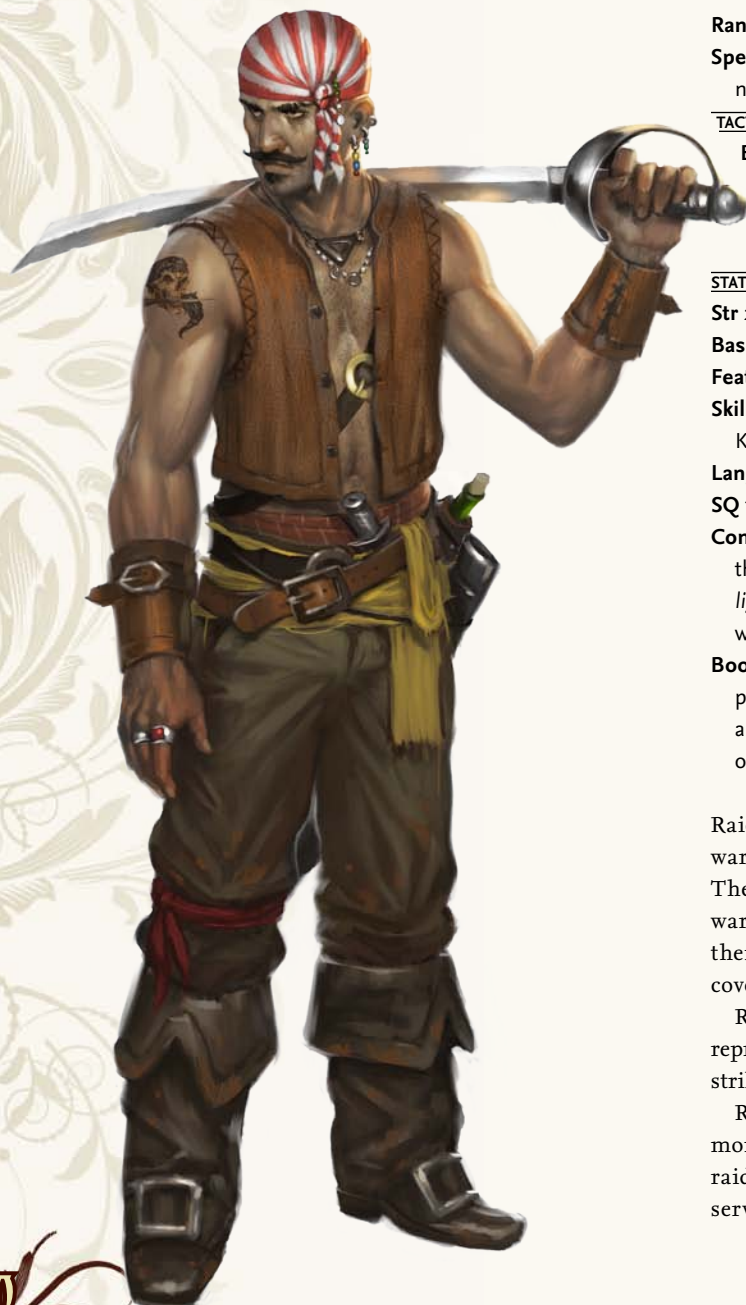
Combat Gear *scroll of invisibility purge*, alchemist's fire (2);

Other Gear +2 *chain shirt*, +2 *heavy wooden shield*, +1 *human bane morningstar*, cold iron dagger, *cloak of resistance* +1, *elemental gem* (earth), *headband of inspired wisdom* +2, *ring of counterspells* (dispel magic), *ring of protection* +2, *robe of bones*, silver unholy symbol

Boon A cult leader can bind a planar ally for the PCs, send a pair of cultists to assist with a task, or trade a good-aligned magical item she has taken for an evil one she could use.

MARAUDERS

Raiders and bloodthirsty savages who prey upon the fringes of empires, marauders view themselves as the unbridled lords of land and sea. From horseback, grim vessels, or on foot, these deadly warriors strike back against the encroachments of law and civilization, wresting food, wealth, and whatever other spoils they please from proud or unwary victims. Many marauders find themselves spearheading a clash between cultures, a conflict not pursued for evil reasons but due to misunderstandings, expanding borders, or dwindling resources, and they refuse to stand down without a fight.



RAIDER

CR 5

XP 1,600

Human barbarian 6

CN Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 11, flat-footed 12 (+4 armor, +2 Dex, +1 dodge, –2 rage)

hp 67 (6d12+28)

Fort +9, **Ref** +4, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.

Melee mwk spear +12/+7 (1d8+7/×3) or kukri +11/+6 (1d4+5/18–20)

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

Special Attacks rage (16 rounds/day), rage powers (animal fury, no escape, scent)

TACTICS

Base Statistics When not raging, the raider has **AC** 17, touch 13, flat-footed 14; **hp** 55; **Fort** +7, **Will** +3; **Melee** mwk spear +10/+5 (1d8+4/×3) or kukri +9/+4 (1d4+3/18–20); **Str** 17, **Con** 14; **CMB** +9; **Climb** +9, **Swim** +7

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

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

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

Skills Acrobatics +11 (+15 jump), **Climb** +11, **Intimidate** +8, **Knowledge** (nature) +6, **Perception** +8, **Survival** +7, **Swim** +9

Languages Common

SQ fast movement

Combat Gear oil of magic weapon, potion of cure light wounds, thunderstone; **Other Gear** +1 studded leather, javelin of lightning, kukri, masterwork composite longbow (+3 Str) with 40 arrows, masterwork spear, 1 gp

Boon Raiders can assist the PCs in ascending high mountain peaks, cliffs, or passes, while warning them of dangerous areas and hidden locales (+2 circumstance bonus for 1 week on Perception and Survival checks within a 10-mile radius).

Raiders are the children of the raging storm, wild warriors from the wrinkled hills and jagged mountains. They descend from their aeries with moods as foul and war cries as terrifying as the wild weather that drives them, leaping, scaling the heights, diving from cover to cover, and raining death upon their enemies.

Raiders can be used as skirmishers or scouts, or they can represent any sort of bandits or wild men from the hills who strike the outlying bastions of civilization without warning.

Raiders are often found alone but may travel with a monster hunter (CR 7) or in pairs with a viking (CR 9). Six raiders might form a raiding party with a chieftain, or serve as a chieftain's honor guard (CR 12).

VIKING

CR 7

XP 3,200

Human barbarian 2/fighter 6

CN Medium humanoid

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

DEFENSE

AC 20, touch 10, flat-footed 18 (+7 armor, +2 Dex, +3 shield, –2 rage)

hp 64 (8 HD; 2d12+6d10+34)

Fort +14, **Ref** +4, **Will** +7; +2 vs. fear

Defensive Abilities bravery +2, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 battleaxe +16/+11 (1d8+9/19–20/x3) or shortspear +14/+9 (1d6+6)

Ranged throwing axe +11 (1d6+7) or shortspear +10 (1d6+6)

Special Attacks rage (14 rounds per day), rage power (quick reflexes), weapon training (axes +1)

TACTICS

Base Statistics When not raging, the viking has **AC** 22, touch 12, flat-footed 20; **hp** 64; **Fort** +12, **Will** +5; **Melee** +1 battleaxe +14/+9 (1d8+6/19–20/x3) or shortspear +12/+7 (1d6+4); **Ranged** throwing axe +11 (1d6+5) or shortspear +10 (1d6+4); **Str** 18, **Con** 14; **CMB** +12 (+16 to overrun); **Climb** +6, **Swim** +10

STATISTICS

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

Base Atk +8; **CMB** +14 (+18 to overrun); **CMD** 24 (26 vs. overrun)

Feats Athletic, Extra Rage, Great Fortitude, Greater Overrun, Improved Critical (battleaxe), Improved Overrun, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +6 (+10 jump), **Climb** +8, **Craft** (ships) +5, **Intimidate** +5, **Perception** +10, **Profession** (sailor) +5, **Survival** +5, **Swim** +12

Languages Common

SQ armor training 1, fast movement

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (3); **Other Gear** +1 chainmail, +1 heavy wooden shield, +1 battleaxe, shortspear, throwing axes (2), *boots of the winterlands*, *feather token* (anchor), 5 gp

Boon Vikings can provide fairly safe sea passage to any port within a 1-week sail and can grant a +2 circumstance bonus on the PCs' Survival checks during that voyage.

Vikings are riders of the waves, marauding plunderers from the frozen northern lands who are always ready to pillage with axe and spear and blazing torch. They are boastful and proud, shouting battle cries to their savage gods for the glory of combat. Vikings can serve as elite marines or mobile shock troops. A lone viking may travel with a minstrel to chronicle his journeys (CR 8) or with a first mate and captain (CR 12), while five vikings might serve as honor guard to a chieftain (CR 13).

PIRATE CAPTAIN

CR 11

XP 12,800

Human fighter 7/rogue 5

N Medium humanoid

Init +10; **Senses** Perception +13

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)

hp 80 (12 HD; 7d10+5d8+19)

Fort +7, **Ref** +12, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 dagger +19/+14 (1d4+6/17–20) or 2 +1 daggers +17/+12 (1d4+6/17–20) and +17/+12 (1d4+5/17–20) or +1 dagger +17/+12 (1d4+6/17–20) and mwk whip +17/+12 (1d3+1 nonlethal)

Ranged mwk composite longbow +17/+12 (1d8+2/x3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks sneak attack +3d6, weapon training (light blades +1)

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +12; **CMD** 28

Feats Dazzling Display, Exotic Weapon Proficiency, Improved Critical (dagger), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Shatter Defenses, Skill Focus (Acrobatics), Skill Focus (Intimidate), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

Skills Acrobatics +30, **Appraise** +5, **Bluff** +10, **Climb** +10, **Craft** (ships) +5, **Diplomacy** +4, **Disable Device** +14, **Disguise** +5, **Escape Artist** +10, **Intimidate** +20, **Knowledge** (local) +5, **Perception** +13 (+15 to find traps), **Profession** (sailor) +10, **Ride** +10, **Sleight of Hand** +10, **Stealth** +20, **Survival** +5, **Swim** +10

Languages Aquan, Common

SQ armor training 2, rogue talents (finesse rogue, weapon training), trapfinding +2

Combat Gear *potion of cure light wounds*, *potion of spider climb*; **Other Gear** +1 chain shirt, +1 daggers (2), daggers (2), masterwork composite longbow (+2 Str) with 20 arrows, masterwork whip, *belt of incredible dexterity* +2, *boots of elvenkind*, *cloak of the manta ray*, magnifying glass, spyglass, masterwork thieves' tools

Boon A pirate captain can arrange safe passage to virtually anywhere in the world reachable by ship.

Pirate captains are the deadly mistresses of pirate bands, villainous cutthroats who have cursed, looted, ravaged, betrayed, and carved their way to the top. These steel-handed stingrays lead their crews by sheer force of will. Pirate captains make excellent champion pit fighters and deadly assassins. A pirate captain is usually found with a first mate and a dozen shipmates (CR 12).

MERCENARIES

Sellswords and hired muscle, those possessing skill with steel and strength of arms never long want for work. Often such warriors serve as simple guardsmen for a set term, though those with special skill might become hunters of men or monsters. Martial forces—from campaigning armies, to royal defenders, to criminal syndicates—often supplement their ranks with hired combatants, as there's no reason to risk their own forces when there are those willing to bleed for gold.



CARAVAN GUARD

CR 1

XP 400

Human fighter 2

N Medium humanoid

Init +5; **Senses** Perception +4

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)

hp 16 (2d10+5)

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

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee lance +5 (1d8+3/x3) or

longsword +5 (1d8+3/19–20) or

kukri +5 (1d4+3/18–20)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 16

Feats Alertness, Animal Affinity, Improved Initiative, Rapid Reload

Skills Handle Animal +5, Intimidate +3, Perception +4,

Profession (drover) +5, Ride +1, Sense Motive +3, Survival +5

Languages Common

Gear banded mail, buckler, heavy crossbow with 10 bolts,

kukri, lance, longsword, light horse (combat trained) with saddle, 1 gp

Boon Caravan guards can arrange for PCs to travel with a caravan to a destination of their choice, either as guests or as guards.

Caravan guards are sturdy veterans with an eye for troublemakers. Often surly and pugnacious, they ride alongside pack and wagon trains with crossbows at the ready, but if real danger threatens most are more comfortable fighting with their boots safely on the ground and sword and shield in hand.

Caravan guards can serve as scouts, messengers, or outriders. Replacing a caravan guard's Alertness and Animal Affinity feats with Mounted Combat and Mounted Archery makes him more adept at fighting from horseback. Replacing Rapid Reload with Ride-By Attack or Trample, coupled with the Mounted Combat feats, creates a low-level nomadic horse warrior. For better flavor, exchange his longsword and heavy crossbow for a scimitar and composite shortbow.

Two slavers might use four caravan guards to watch their chattel (CR 7), while a squad of six caravan guards might accompany a highwayman (CR 8), or guard a group of six vagabonds (CR 8) or five pilgrims (CR 9). A troop of eight caravan guards is usually led by a sellsword (CR 9), or a traveling merchant or merchant prince can hire eight caravan guards to guard his caravan (CR 8 or 10).

SELLSWORD

CR 7

XP 3,200

Human fighter 8

N Medium humanoid

Init +6; Senses Perception +8

DEFENSE

AC 25, touch 12, flat-footed 25 (+10 armor, +2 Dex, +3 shield)

hp 80 (8d10+36)

Fort +10, Ref +5, Will +6; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 bastard sword +14/+9 (1d10+7/17–20) or
spiked gauntlet +11/+6 (1d4+3)

Ranged javelin +10 (1d6+3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

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

Base Atk +8; CMB +11; CMD 23

Feats Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Intimidate +7, Knowledge (dungeoneering) +5, Perception +8, Profession (soldier) +5, Ride +8, Survival +10

Languages Common

SQ armor training 2

Combat Gear *potion of align weapon*, *potion of bull's strength*, *potions of cure light wounds* (2); Other Gear +1 full plate, +1 heavy steel shield, +1 bastard sword, spiked gauntlet, javelins (5), cloak of resistance +1, 40 gp

Boon A sellsword may use her connections to help PCs buy +1 weapons or armor at a 10% discount, or lend her reputation to a PC with Leadership, granting a +1 Leadership score bonus for 1 month to recruit warrior followers.

Sellswords are the ultimate soldiers of fortune, owing loyalty to no one and nothing save cold, hard coins. Their only law is that once they are bought, they stay bought; there are no more paydays for a sellsword who proves treacherous. Still, even that law can fade when one's employer is on the losing side, and a bit of opportunism may help the sellsword live to fight another day.

Sellswords can be used as elite imperial guards or shock troops, royal swordmasters, or the heads of fighting academies. Wealthy and powerful individuals might also hire sellswords as expensive bodyguards.

A canny sellsword may travel with a battle mage (CR 8), or a medium and two acolytes (CR 8). A squad of four sellswords might find employ with a merchant prince (CR 11) or bandit lord (CR 12). A bounty hunter can also hire a pair of sellswords to help bring down a dangerous foe (CR 12).

BOUNTY HUNTER

CR 11

XP 12,800

Human ranger 12

N Medium humanoid

Init +5; Senses Perception +16

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 shield)

hp 98 (12d10+32)

Fort +10, Ref +13, Will +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk rapier +18/+13/+8 (1d6+2/18–20) or
mwk sap +18/+13/+8 (1d6+2 nonlethal)

Ranged +1 merciful composite longbow +18/+13/+8 (1d8+3/×3 plus 1d6 nonlethal) or
+1 merciful composite longbow +16/+16/+11/+6 (1d8+3/×3 plus 1d6 nonlethal)

Special Attacks favored enemy (humanoids [human] +6, humanoids [elf] +2, humanoids [halfling] +2), quarry

Ranger Spells Prepared (CL 9th; concentration +10)

3rd—*plant growth*

2nd—*barkskin*, *protection from energy*

1st—*delay poison*, *entangle* (DC 12), *longstrider*

STATISTICS

Str 14, Dex 20, Con 14, Int 10, Wis 13, Cha 8

Base Atk +12; CMB +14; CMD 29

Feats Deadly Aim, Endurance, Improved Precise Shot, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Finesse

Skills Climb +10, Craft (traps) +10, Handle Animal +14, Heal +5, Intimidate +14, Knowledge (geography) +5, Knowledge (local) +1, Knowledge (nature) +5, Linguistics +2, Perception +16, Ride +12, Stealth +24, Survival +16 (+22 to follow tracks), Swim +6

Languages Common, Elven, Halfling

SQ camouflage, favored terrain (urban +4, underground +2), hunter's bond (tiger animal companion), swift tracker, track +6, wild empathy +11, woodland stride

Combat Gear *wand of cure light wounds* (CL 1, 50 charges), *wand of speak with animals* (CL 1, 50 charges), tanglefoot bags (2); Other Gear +1 chain shirt, +1 buckler, +1 merciful composite longbow (+2 Str) with 20 arrows, masterwork rapier, masterwork sap, belt of incredible dexterity +2, cloak of elvenkind, blue whinnis (6 doses), purple worm poison (1 dose), 11 gp

Boon A bounty hunter can arrange to kidnap an NPC of 10th level or less for the PCs at half his usual fee.

Bounty hunters rarely hunt animals or beasts. Instead, they make not only sport but a lucrative business of capturing humanoid targets at the behest of wealthy patrons. Bounty hunters often work alone, but may lead a press gang of a sellsword, torturer, and two slavers (CR 12).

MERCHANTS

Trade overcomes all barriers. In countless lands and a thousand languages, money changes hands between members of all races and religions. Businesses of innumerable types, from tiny market vendors to continent-spanning mercantile cartels, range across the world, trading in goods both mundane and fantastic. Whether simple shopkeepers or wealthy merchant lords, those with coin and a willingness to do trade form a symbiotic relationship with adventurers of all walks, with both types willing to risk everything for a chance at fortune.



SHOPKEEP

CR 1

XP 400

Human expert 3

N Medium humanoid

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

DEFENSE

AC 10, touch 10, flat-footed 10

hp 13 (3d8)

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

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged dagger +2 (1d4–1/19–20)

STATISTICS

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

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

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8,

Profession (merchant) +10, Sense Motive +9

Languages Common, Dwarven, Gnome, Halfling

Combat Gear smokestick, tanglefoot bag; **Other Gear**

dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods

Boon A shopkeep can give a 10% discount on any item of equipment less than 400 gp.

Shopkeepers operate a city's trade emporiums, a town's shops, a village's general store, and the frontier's isolated trading posts. Whether a canny traveling peddler, a wheeling and dealing bazaar stallholder, or a respected businessman with a position on the town council, shopkeepers are found across the world, forming the backbone of a settlement's economy as they keep the river of trade flowing freely through its gates.

Shopkeepers can be used to represent a variety of minor occupations in villages, towns, and cities. Changing the focus of a shopkeep's Profession skill can create a wide variety of characters, from bakers to fishermen to millers. Replacing a shopkeep's Profession skill with a Craft skill creates a craftsman rather than a salesman, whether it be an alchemist, weaver, or smith. Exchanging Profession for a Knowledge skill or two makes a sage or scholar. In this case, the trade goods listed in the stat block above can represent books, maps, or scrolls.

Shopkeepers are not skilled in combat, but could be used to represent a citizens' militia mobilized in times of war. In this case, adding padded or leather armor, and perhaps replacing the dagger with a club or spear, or even a crossbow, can make them into more effective combatants.

A shopkeep will often partner with another shopkeep or a vagabond (CR 3) for long journeys, sometimes hiring a guard if they deal in expensive commodities (CR 4).

TRAVELING MERCHANT

CR 5

XP 1,600

Human expert 7

N Medium humanoid

Init –1; **Senses** Perception +12

DEFENSE

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

hp 31 (7d8)

Fort +2, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

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

STATISTICS

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

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

Feats Alertness, Combat Expertise, Deceitful, Persuasive, Skill Focus (Profession [merchant])

Skills Appraise +12, Bluff +14, Diplomacy +12, Disguise +6, Handle Animal +10, Intimidate +4, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +3, Linguistics +12, Perception +12, Profession (merchant) +13, Ride +6, Sense Motive +12

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

Gear padded armor, dagger, masterwork light crossbow with 10 bolts, *bag of holding* type I, *ring of sustenance*, disguise kit, light horse, 302 gp of trade goods

Boon A traveling merchant can enable PCs to make a purchase or sale of items as if the community was one size larger than normal or allow them to accompany a caravan as guards or guests.

Traveling merchants wander the world, peddling their wares, seeking out new markets for their goods, and journeying into distant lands in search of new trade routes to open and exotic commodities to take back home to turn a tidy profit. Many traveling merchants join large trade consortiums or are masters of their own caravans, but they sometimes venture alone (or more usually, with guards) into the wilds carrying small items of high value.

Traveling merchants make excellent diplomats, spies, and information brokers, or even knowledgeable and socially skilled nobles or gentlemen.

A delegation of four traveling merchants might be sent as a trade mission or ambassadors from a far-off land (CR 9), while two traveling merchants can serve as deputies for a merchant prince (CR 10). Lone traveling merchants typically travel with four caravan guards (CR 7), while those with a merchant train share the company of a guide, four vagabonds as drovers, and eight caravan guards (CR 10).

MERCHANT PRINCE

CR 9

XP 6,400

Human expert 4/rogue 6

N Medium humanoid

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

DEFENSE

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

hp 58 (10d8+13)

Fort +6, **Ref** +11, **Will** +8

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4–1/19–20)

Ranged +1 *hand crossbow* +11 (1d4+1/19–20) or dagger +10 (1d4–1/19–20)

Special Attacks sneak attack +3d6

Spell-like Abilities (CL 6th, concentration +8)

3/day—*detect magic*

2/day—*charm person* (DC 13)

STATISTICS

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

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

Feats Alertness, Craft Wondrous Item, Magical Aptitude, Master Craftsman, Skill Focus (Profession [merchant]), Weapon Finesse

Skills Appraise +17, Bluff +17, Diplomacy +17, Disable Device +12, Disguise +15, Handle Animal +10, Intimidate +10, Knowledge (local) +10, Linguistics +8, Perception +17 (+20 to find traps), Perform (act) +10, Perform (sance) +10, Perform (oratory) +10, Profession (merchant) +21, Ride +10, Sense Motive +16, Sleight of Hand +10, Spellcraft +19, Stealth +10, Use Magic Device +23

Languages Common, Dwarven, Gnome, Halfling

SQ rogue talent (major magic, minor magic, resiliency), trapfinding +3

Combat Gear *wand of identify* (50 charges), *wand of ray of enfeeblement* (50 charges), *wand of shocking grasp* (CL 3rd, 50 charges); **Other Gear** +1 *chain shirt*, +1 *hand crossbow* with 10 bolts, dagger, *circlet of persuasion*, *cloak of resistance* +2, *handy haversack*, *hat of disguise*, disguise kit, magnifying glass, masterwork thieves' tools

Boon A merchant prince can arrange the purchase or sale of an item as if the local community were two categories larger than normal. A merchant prince can also sell any item under the community's base value at a 10% discount.

Merchant princes are the captains of commerce, canny mercantilists who deal with nation-spanning trade contracts in bulk commodities as well as backroom deals over baubles of great price. They are clever negotiators and can serve as highly skilled spies, diplomats, or charlatans emulating true magicians. A merchant prince often retains a sellsword as a bodyguard (CR 10).

MILITARY

Trained soldiers might take up arms for nearly any cause imaginable. Whether the champions of heroic kingdoms fighting off monstrous legions or the denizens of a bleak realm invading their neighbors, vast legions arise to do the will of lords both fair and foul. Yet the real strength of such soldiers lies not in personal skill, but in sheer numbers or deftly implemented tactics. Professional combatants might also find a variety of roles beyond the battlefield, whether as guardians, raiders, or even adventurers.



FOOT SOLDIER

CR 1/3

XP 135

Human warrior 1

N Medium humanoid

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

DEFENSE

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

hp 8 (1d10+3)

Fort +2, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/x3) or

greatsword +3 (2d6+3/19–20) or

dagger +3 (1d4+2/19–20)

Ranged javelin +2 (1d6+2)

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

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear**

chainmail, greatsword, dagger, javelin, longspear, 2 gp

Boon Foot soldiers can help PCs buy normal (non-masterwork) simple or martial weapons at a 10% discount, or may agree to accompany the PCs as men-at-arms for a 10% share of the treasure.

Foot soldiers are the backbone of any army, stout soldiers who “hold the line” in the face of the enemy’s charge with a bristling wall of pikes, decimate an opposing force’s ranks with a hail of javelins, or hew with their swords in the bloody grind of close combat. Foot soldiers close the gap when their foes try to flee the field, and are tough enough to shrug off blows that would fell a common man.

Changing a foot soldier’s character class from warrior to fighter creates a professional veteran soldier. This necessitates a number of changes, the foremost of which is using the heroic numbers for his ability scores (see *Core Rulebook* page 451). In addition, the foot soldier receives a bonus fighter feat such as Combat Reflexes, Power Attack, or Weapon Focus.

Different varieties of foot soldier can be easily created by exchanging weapons and armor. For example, replacing the longspear and greatsword with a shortspear, longsword, and heavy steel shield increases the foot soldier’s AC by 2.

Foot soldiers can serve as bodyguards or hired muscle for mid-level NPCs, or as the rank-and-file guards at a city gate, in front of a temple, or manning a castle’s walls.

Foot soldiers are usually found in squads of six (CR 3), sometimes accompanied by a guard sergeant (CR 4).

CAVALRY

XP 1,600

Human fighter 6

N Medium humanoid

Init +3; Senses Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 shield)

hp 42 (6d10+9)

Fort +6, Ref +5, Will +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee mwk lance +12/+7 (1d8+6/x3) or

shortspear +10/+5 (1d6+4) or

dagger +9/+4 (1d4+3/19–20)

Ranged mwk composite shortbow +10/+5 (1d6+3/x3) or

shortspear +10/+5 (1d6+3)

Special Attacks weapon training (spears +1)

STATISTICS

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

Base Atk +6; CMB +9; CMD 22

Feats Animal Affinity, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Skills Craft (weapons) +3, Handle Animal +11, Profession (soldier) +5, Ride +9, Survival +5

Languages Common

SQ armor training 1

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

Other Gear +1 banded mail, +1 heavy wooden shield, masterwork lance, composite shortbow (+3 Str) with 20 arrows, dagger, shortspears (2), heavy horse (combat trained) with military saddle and leather barding, 18 gp

Boon Cavalry can offer to train an animal at no cost, or to help PCs buy a combat trained animal at a 10% discount.

Cavalry are the pursuit and shock troops of professional armies, relying on speed and reach to savage the flanks of enemy formations while protecting their mounts, or running down and grinding underfoot enemies who become isolated from their fellows. They are also skilled mounted archers, firing volleys of arrows at opposing forces, then riding out of range of return fire.

Cavalry make excellent royal couriers, elite guards for nobility, well-equipped scouts and outriders for an army, or knights errant more interested in gold and glory than chivalry.

A single cavalryman may travel with a squad of six foot soldiers (CR 6) or lead a troop of four caravan guards (CR 7). Cavalry are usually grouped in lances of four (CR 9), often with a guide or knight officer (CR 10). Four or five cavalry might also serve as a mounted honor guard for a mayor, noble, or merchant prince (CR 11 or 12).

CR 5

GENERAL

XP 9,600

Human fighter 11

N Medium humanoid

Init +1; Senses Perception +10

DEFENSE

AC 23, touch 13, flat-footed 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge)

hp 85 (11d10+25)

Fort +11, Ref +6, Will +5; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +1 glaive +19/+14/+9 (1d10+11) or

armor spikes +15/+10/+5 (1d6+4)

Ranged composite longbow +13/+8/+3 (1d8+5/x3)

Special Attacks weapon training (polearms +2, bows +1)

STATISTICS

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

Base Atk +11; CMB +15; CMD 28

Feats Combat Expertise, Combat Reflexes, Disruptive, Dodge, Improved Vital Strike, Lunge, Mobility, Spellbreaker, Spring Attack, Vital Strike, Weapon Focus (glaive), Weapon Specialization (glaive), Whirlwind Attack

Skills Diplomacy +5, Handle Animal +5, Intimidate +13, Knowledge (dungeoneering) +6, Knowledge (engineering) +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +4, Perception +10, Profession (soldier) +14, Ride +9, Sense Motive +5, Survival +4

Languages Common, Goblin, Orc

SQ armor training 3

Combat Gear potions of cure light wounds (2); Other Gear

+1 full plate with cold iron armor spikes, +1 glaive, composite longbow (+4 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +2, ring of protection +1, heavy horse (combat trained) with chain shirt barding and military saddle

Boon Generals can provide access to trustworthy mercenary troops. A character with Leadership gains a +2 bonus to Leadership for recruiting followers for 1 month. Other PCs can hire mercenaries at a 20% discount.

Generals are the masters of the battlefield, expert and veteran soldiers who conceive and execute tactical plans and inspire their troops on to victory. Generals may command from a rearward vantage point, but when needed, may dive into the fray with sword in hand to turn the tide through sheer puissance. Generals can be used as arena champions, masters of fighting schools, or elite warriors trained to fight with or against spellcasters. A general is usually accompanied by a knight adjutant, with a lance of four cavalry as bodyguards and messengers (CR 12).

NOBLES

Lords and ladies of the land, rulers of nations, and famed personalities, nobles rise above the common folk as people of wealth, influence, and esteem. While the positions of many distance them from everyday folk, making them arrogant and aloof, others are philanthropists and heroes of the people who know the plight of the common man and seek to share their good fortune. The trappings and titles of nobility vary widely from nation to nation, and the barons and dukes of one country might equate to the pashas, denka, or ritters of the next.



NOBLE SCION

CR 2

XP 600

Human aristocrat 4

N Medium humanoid

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 20 (4d8+2)

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+1/19–20) or

mwk lance +5 (1d8+1/×3) or

dagger +4 (1d4+1/19–20)

Ranged shortbow +4 (1d6/×3) or

dagger +4 (1d4+1/19–20)

STATISTICS

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

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

Feats Mounted Combat, Ride-By Attack, Trample

Skills Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +6, Sense Motive +3

Languages Common

Combat Gear *potion of invisibility*; **Other Gear** masterwork chain shirt, masterwork heavy steel shield, masterwork lance, masterwork longsword, dagger, shortbow with 20 arrows, noble outfit, light horse (combat trained) with military saddle and studded leather barding, 32 gp

Boon A noble scion might pass on an especially juicy bit of palace gossip, granting a +5 bonus on a Knowledge (nobility) check or Diplomacy check to gather information, or could arrange a face-to-face meeting with a noble, prince, or princess.

Noble scions are the haughty and proud offspring of aristocratic sires, full of the fresh vigor of youth and all the hauteur of those born in a manor. They have received fine education and know a modicum of social graces, but typically practice them only when other highborn are present. Noble scions are scornful of commoners and vagabonds, who return the sentiment toward these peacocks strutting in their finery.

If used as minor court functionaries and sycophants, noble scions can be sources of palace gossip and intrigue. They can also be used as experienced squires who have not yet risen to the knighthood, or as aristocratic cavalry.

A noble scion might be appointed to lead a lance of cavarly (CR 9). A pair of noble scions might dog the footsteps of a princess (CR 7), three noble scions could make up a knight's entourage (CR 8), or eight noble scions can form a gang of rakes with a noble (CR 10).

KNIGHT

CR 7

XP 3,200

Human aristocrat 2/paladin 6

LG Medium humanoid

Init +1; **Senses** Perception +5**Aura** courage (10 ft.)**DEFENSE****AC** 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield)**hp** 61 (8 HD; 2d8+6d10+19)**Fort** +9, **Ref** +5, **Will** +9;**Defensive Abilities** divine grace +2; **Immune** disease, fear**OFFENSE****Speed** 20 ft.**Melee** mwk lance +12/+7 (1d8+4/x3) or
+1 *longsword* +12/+7 (1d8+5/19–20) or
dagger +11/+6 (1d4+4/19–20)**Ranged** dagger +8 (1d4+4/19–20)**Special Attacks** channel positive energy (DC 15, 3d6), smite
evil 2/day (+2 attack and AC, +6 damage)**Spell-Like Abilities** (CL 6th; concentration +8)At will—*detect evil***Spells Prepared** (CL 3rd; concentration +5)1st—*cure light wounds*, *divine favor***STATISTICS****Str** 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14**Base Atk** +7; **CMB** +11; **CMD** 22**Feats** Improved Bull Rush, Mounted Combat, Power Attack,
Ride-By Attack, Unseal**Skills** Diplomacy +10, Handle Animal +8, Heal +5, Knowledge
(history) +5, Knowledge (nobility) +5, Linguistics +5,
Perception +5, Ride +6, Survival +5**Languages** Celestial, Common, Sylvan**SQ** aura of good, divine bond (heavy horse), lay on hands (3d6,
5/day), mercies (fatigued, shaken)**Gear** +1 *full plate*, masterwork heavy steel shield, +1 *longsword*,
masterwork lance, dagger, silver holy symbol, heavy horse
(combat trained) with chain shirt barding and military
saddle, 420 gp**Boon** A knight can vouch for a PC, the knight's sterling
reputation enabling the character to avoid or lessen a
punishment. The knight can also grant a character entry
into a tourney or a meeting with his liege with a +5 bonus
on one Diplomacy check.

Knights are noble warriors, proud of bearing and lineage and yet humble in service to their liege. Though merciful and generous of spirit, a true knight is always ready to level lance or bare steel in pursuit of justice and to protect the innocent. Knights may also serve as local lord-stewards, judges, or fortress commanders. Knights are usually found singly or accompanied by a squire, escorting a pair of pilgrims (CR 8), guarding two nobles (CR 11), or leading a lance of four cavalry (CR 10).

NOBLE

CR 8

XP 4,800

Human aristocrat 10

N Medium humanoid

Init +2; **Senses** Perception +5**DEFENSE****AC** 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1
shield)**hp** 60 (10d8+15)**Fort** +5, **Ref** +6, **Will** +8**OFFENSE****Speed** 30 ft.**Melee** mwk rapier +10/+5 (1d6–1/18–20) or
silver dagger +9/+4 (1d4–1/19–20)**Ranged** +1 *longbow* +10/+5 (1d8+1/x3)**STATISTICS****Str** 8, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +7; **CMB** +6; **CMD** 19**Feats** Dodge, Mobility, Persuasive, Skill Focus (Diplomacy),
Vital Strike, Weapon Finesse**Skills** Bluff +16, Diplomacy +27, Disguise +10, Intimidate +10,
Knowledge (history) +4, Knowledge (local) +4, Knowledge
(nobility) +10, Linguistics +6, Perception +5, Perform (dance)
+10, Perform (sing) +10, Perform (string) +10, Ride +6,
Sense Motive +10**Languages** Common, Elven, Gnome, Halfling**Combat Gear** *potion of cure light wounds*, *potion of invisibility*;**Other Gear** +1 *glamered chain shirt*, masterwork buckler, +1
longbow with 20 arrows, masterwork rapier, silver dagger,
circlet of persuasion, *cloak of resistance* +1, 17 gp**Boon** A noble can arrange the loan of noble or royal outfits
(and even make a gift of them if sufficiently impressed), or
can make a Diplomacy check on behalf of the PCs.

A noble is a titled aristocrat of a noble house, whether a lesser branch or perhaps the high seat of the family line. A noble might also be a member of a royal family, probably not in line for the throne, but still with a high position in society. Whether baroness, countess, duchess, or margravine, a noble is proficient in all of the courtly arts (including with a fine blade) and is well acquainted with news, rumors, fashion, and etiquette in her lands and those that surround it.

Nobles may serve as diplomats, high courtiers, appointed castellans or seneschals of royal castles, or even spies.

A noble may often be found with a knight bodyguard and three noble scions to show off at court (CR 10). A noble might also accompany two princesses in disguise (CR 10), while two nobles may be present at a celebrity bard's concert (CR 12). A traveling noble could be accompanied by a battle mage or minstrel (CR 9), or two watch captain bodyguards (CR 10).

ROAD

Part of the adventure inherent in any journey lies in not knowing whom one might meet around the next bend. A variety of characters make their homes on the highways between cities. Some travel to get from one destination to the next, some are hucksters and con artists constantly on the run, and some wander out of necessity, as they have no place to call their own. In any case, few paths are truly deserted, and with each passerby comes the potential for all manner of adventures.



WANDERER

CR 2

XP 600

Human bard 1/rogue 2

N Medium humanoid

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 16 (3d8+3)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1/19–20)

Ranged dagger +3 (1d4+1/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1), sneak attack +1d6

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

1st (2/day)—*silent image* (DC 14), *sleep* (DC 14)

o (at will)—*dancing lights*, *lullaby* (DC 13), *mending*, *prestidigitation*

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 15

Feats Deceitful, Deft Hands, Dodge

Skills Acrobatics +7, Bluff +11, Disable Device +12, Disguise +13, Escape Artist +6, Handle Animal +4, Knowledge (local) +5, Perception +5, Perform (dance) +8, Perform (percussion) +10, Sleight of Hand +10, Stealth +8

Languages Common

SQ bardic knowledge +1, rogue talent (stand up), trapfinding +1

Combat Gear scrolls of cure light wounds, disguise

self, invisibility (2), smokesticks (2), tanglefoot bag, thunderstones (2); **Other Gear** leather armor, daggers

(5), disguise kit, masterwork tambourine, masterwork thieves' tools, mule and wagon, 25 gp

Boon A wanderer can smuggle an item or person into or out of a guarded city or encampment in their wagons or as part of their troupe.

A wanderer is a member of a band of traveling folk who ply the back roads and alleys of more settled lands, often chased by rumors of thievery or kidnapping, mending pots and knives and giving exotic performances that arouse the ire of the staid.

Wanderers are often excellent entertainers, whether musicians, dancers, or actors, but can also serve as exotic cutpurses and charlatans.

Wanderers often travel in troupes of four entertainers (CR 6), or in larger groups of a dozen or more (CR 9+). A lone wanderer might accompany a vagabond (CR 4) or hedge wizard (CR 5), while a troupe of five or six might work with a fortune teller (CR 8) or highwayman (CR 9).

VAGABOND

CR 1

XP 400

Human commoner 2/warrior 1

N Medium humanoid

Init +1; Senses Perception +7

DEFENSE

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

hp 15 (3 HD; 2d6+1d10+3)

Fort +3, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee battleaxe +3 (1d8+1/x3) or

dagger +3 (1d4+1/19–20)

Ranged mwk composite longbow +4 (1d8+1/x3) or

mwk composite longbow +2/+2 (1d8+1/x3) or

dagger +3 (1d4+1/19–20)

STATISTICS

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

Base Atk +2; CMB +3; CMD 14

Feats Alertness, Point Blank Shot, Rapid Shot

Skills Climb +3, Handle Animal +3, Knowledge (geography) +1, Knowledge (local) +1, Perception +7, Ride +3, Sense Motive +2, Survival +1, Swim +3

Languages Common

Gear masterwork chain shirt, buckler, battleaxe, dagger, masterwork composite longbow (+1 Str) with 20 arrows, mule, saddle

Boon A vagabond can give accurate directions to any known landmark or settlement within 50 miles (+5 on Survival checks to avoid getting lost) and general information about likely dangers (terrain or hostile creatures) along the way.

Vagabonds are drifters who wander the roads, picking up odd jobs but rarely letting the sun set on them in the same place twice. Vagabonds have a few skills that can help them get odd jobs in communities they pass through, but often possess skills in combat as well, as no road is ever truly safe.

Vagabonds serve well as hunters, woodsmen, and herders who live on the fringes of society. A vagabond might also work as a traveling peddler or merchant, or serve as a scout for a town militia.

Vagabonds make good low-level archers, and this skill can be improved by replacing the Alertness feat with Far Shot, Precise Shot, or Weapon Focus (longbow). Alternatively, you can replace the archery feats with Power Attack and Toughness to make a vagabond better in melee combat.

Vagabonds are usually loners, but may partner with a caravan guard, storyteller, or pair of farmers (CR 3). Two vagabonds might join a troupe of four wanderers (CR 7), or occasionally travel in small groups of four, accompanied by a single wanderer, pilgrim, or trapper (CR 6).

PILGRIM

CR 3

XP 800

Human commoner 5

NG Medium humanoid

Init +0; Senses Perception +7

DEFENSE

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

hp 17 (5d6)

Fort +1, Ref +1, Will +4

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8/x3)

Ranged spear +2 (1d8/x3)

STATISTICS

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

Base Atk +2; CMB +2; CMD 12

Feats Alertness, Endurance, Iron Will, Skill Focus (Heal)

Skills Handle Animal +5, Heal +10, Knowledge (religion) +5, Perception +7, Perform (sing) +5, Profession (midwife) +5, Ride +5, Sense Motive +7, Swim +5

Languages Common

Combat Gear *potions of cure light wounds, neutralize poison, remove blindness/deafness, remove disease, and sanctuary*; vial of holy water; Other Gear padded armor, spear, healer's kit, wooden holy symbol, mule

Boon A pilgrim will tend the wounds of injured PCs with her Heal skill or one of her healing potions if the need is great or if the PCs make a donation to her church of at least half the potion's price.

Pilgrims are religious mendicants who roam the long roads visiting shrines, temples, and other places sacred to their faith. They are ordinary folk, little trained in formal theology but with a passion for spreading their religion through their travels, being of service to all that they meet, and healing the hurts of a sad and lonely world.

Pilgrims can serve as lay priests, common healers, or village wise women in settlements too small for a formal temple or full cleric. A pilgrim might also be found on a battlefield, pressed into service to make up for an army's lack of divine healers.

Replacing one of the pilgrim's commoner levels with a level of adept creates a healer that has at least limited access to healing magic. Hit Dice, hit points, base attacks bonus, and skills don't change, but the pilgrim's Will save increases to +6.

A pilgrim often works alone, but two or three might staff a remote clinic (CR 5 or 6). Pilgrims can also be found in groups of four, often accompanied by four caravan guards or eight acolytes (CR 8). A single pilgrim may be served by a guard, caravan guard, or pair of acolytes (CR 4). A pilgrim in turn might serve under a shaman (CR 6), while an evil pilgrim may work with a torturer, helping to keep prisoners alive (CR 6).

ROYALTY

Bestowed with the right to rule by blood, blade, or the mandate of deities, royal families preside over many fantasy kingdoms. In many cases, the success and disposition of an entire country might be summarized by the personalities and agendas of its rulers, and few things can change the fate of entire empires like the decrees or deaths of their leaders. Whether leading armies to war, being held hostage by tyrants, or brooding in crumbling keeps, members of royalty often incite or end the most epic of quests and can reward their champions like no other.



PRINCESS

CR 6

XP 2,400

Human aristocrat 8

N Medium humanoid

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 shield)

hp 40 (8d8+4)

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

OFFENSE

Speed 30 ft.

Melee mwk rapier +10/+5 (1d6–1/18–20) or

mwk rapier +8/+3 (1d6–1/18–20), mwk dagger +8 (1d4–1/19–20)

Ranged mwk dagger +10 (1d4–1/19–20)

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 19

Feats Dodge, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +13, Diplomacy +13, Disguise +13, Escape Artist +4, Handle Animal +8, Intimidate +13, Knowledge (nobility) +10, Perception +8, Perform (dance) +10, Perform (string) +10, Ride +8, Sense Motive +5, Sleight of Hand +4, Stealth +4

Languages Common, Elven

Gear +1 chain shirt, masterwork rapier, masterwork dagger, circlet of persuasion, cloak of resistance +1, disguise kit

Boon A princess can make a gift to PCs of up to a 300 gp value or get PCs out of minor legal trouble. A princess can also arrange a meeting with her royal parent, a knight, a noble, a minstrel or celebrity bard, or a merchant prince whose favor she has, with a +5 circumstance bonus on Diplomacy checks with them.

A princess is occasionally a ruler in her own right but is most often the daughter of a king and/or queen. In many societies, princesses come behind any princely brothers in the line of succession, and may even be treated like a commodity to be brokered between noble houses through marriage alliances. Small wonder, then, that princesses often find ways of sneaking away from their gilded homes and out into the world to find a taste of adventure.

Naturally, a princess's stats can also be used to model any high-level noble, male or female. Princesses also make good aristocratic duelists, perhaps joining together in a noble "gangs" of four members (CR 10).

A princess may be accompanied by four female noble scions as her ladies-in waiting or noble-born friends (CR 8), or by her mother and father, the king and queen (CR 15). Alone, a princess may keep a guard officer bodyguard (CR 7) or battle monk for protection (CR 8), possibly adding a minstrel as well for the company (CR 8 or 9).

QUEEN

XP 9,600

Human aristocrat 12

N Medium humanoid

Init +5; Senses Perception +19

DEFENSE

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

hp 54 (12d8)

Fort +6, Ref +7, Will +14

OFFENSE

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4–1/19–20)

Ranged mwk dagger +11 (1d4–1/19–20)

STATISTICS

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

Base Atk +9; CMB +8; CMD 22

Feats Alertness, Defensive Combat Training, Improved Initiative, Improved Iron Will, Iron Will, Persuasive, Skill Focus (Sense Motive)

Skills Bluff +14, Diplomacy +22, Intimidate +22, Knowledge (history) +10, Knowledge (nobility) +16, Linguistics +5, Perception +19, Perform (dance) +9, Perform (sing) +9, Perform (string) +9, Ride +6, Sense Motive +27

Languages Common, Draconic, Elven

Gear masterwork dagger, *bracers of armor* +1, *brooch of shielding*, *cloak of resistance* +2, *elixir of truth*, *elixir of vision*, *figurine of wondrous power* (silver raven), *headband of mental prowess* +2 (Wis, Cha)

Boon A queen can arrange an audience with any noble in her land, including the king, and her favor provides a +10 bonus on Diplomacy checks with them. A queen who rules in her own name can also grant knighthoods, lordships, and dispense royal justice as a king.

A queen may be a monarch in her own right, or may be the wife of a king. Even in the latter case, she shares many of the duties of rulership, including managing affairs of state while the king is absent. A queen is generally wise and thoughtful, carefully considering the health of her nation as well as her royal house.

In countries or empires with a large number of titled families, a queen could simply be a duchess, baroness, or head of a great noble house, without royal privilege. A queen might also be used as a spymistress or the conniving seductress who holds the reins of power behind the throne.

Queens are often accompanied by a knight or sellsword bodyguard (CR 11), or four princesses or two nobles serving as their ladies-in-waiting (CR 12). A queen might also have a celebrity bard with her, or a priest and noble as her advisors (CR 12). A queen may often be found with her husband, the king, along with their royal guardsmen, either eight guards or four guard officers (CR 15).

CR 10

KING

XP 38,400

Human aristocrat 16

N Medium humanoid

Init +0; Senses Perception +13

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 80 (16d8+8)

Fort +7, Ref +5, Will +10

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +14/+9/+4 (1d8+2/19–20) or
mwk dagger +14/+9/+4 (1d4+1/19–20)

Ranged mwk dagger +13 (1d4+1/19–20)

STATISTICS

Str 12, Dex 10, Con 10, Int 14, Wis 10, Cha 17

Base Atk +12; CMB +13; CMD 27

Feats Alertness, Defensive Combat Training, Great Fortitude, Improved Great Fortitude, Improved Vital Strike, Mounted Combat, Persuasive, Skill Focus (Diplomacy), Vital Strike

Skills Bluff +15, Diplomacy +32, Intimidate +26, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +15, Linguistics +8, Perception +13, Perform (oratory) +22, Ride +14, Sense Motive +23

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

Combat Gear smokestick; **Other Gear** +1 *glamered full plate of light fortification*, +1 *longsword*, masterwork dagger, *cape of the mountebank*, *medallion of thoughts*, *rod of splendor*

Boon A king can grant knighthood or even lordship, along with lands and titles, if sufficient service is rendered to the kingdom. A king may also pardon criminals or order the exile or execution of the guilty. He can grant a monetary reward of up to 1,000 gp to PCs.

A king is the ruler of a nation, usually a hereditary monarch schooled in the arts of statecraft and leadership, but no stranger to the sad necessities of steel and blood. Alert for treachery but possessed of all the courtly graces, a king leads his people. Whether or not he leads them well depends on his alignment, his goals, and the motives of his advisors.

A king can also be used as a high-ranking general or powerful warlord, or even a wealthy and influential captain of industry.

A king usually has a retinue of four knights (CR 15) but may travel with a dozen knights in times of war (CR 16). Kings may also be found in the company of a general, two noble advisors, and a high priest (CR 16). At court, a group of 10 nobles and a merchant prince might try to gain the favor of a king and his queen (CR 17). A king who fears for his safety while traveling in disguise might have two champions with him as bodyguards (CR 15).

SAILORS

Plying the seas and facing danger in pursuit of wealth, adventure, or merely the freedom of the waves, professional sailors arise from every port and ship upon nearly every ocean. Whether as salty sea dogs, hardened marines, sailing traders, seasoned captains, or deadly pirates, those with experience before the mast and skill at reading the tempers of the seas might find new journeys wherever the tides sweep them. The sea breeds colorful characters and seems to harden those who ride its waves, bringing some to nobility and sinking others to the black-hearted depths of cruelty.



SHIPMATE

CR 1/2

XP 200

Human expert 1/warrior 1

N Medium humanoid

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 11 (2 HD; 1d8+1d10+2)

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

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+1/18–20) or

dagger +2 (1d4+1/19–20)

Ranged composite longbow +2 (1d8+1/x3)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Skill Focus (Profession [sailor])

Skills Acrobatics +5, Climb +5, Craft (ships) +3, Perception +4, Profession (fisherman) +4, Profession (sailor) +8, Survival +4, Swim +5

Languages Common

Gear masterwork studded leather, daggers (2), composite longbow (+1 Str) with 20 arrows, scimitar

Boon A shipmate can smuggle a small item onto or off of a ship, or help PCs get on or off of a ship by creating a distraction for any other watchers (–4 on Perception checks to notice the PCs for up to 1 minute).

Shipmates are ordinary sailors, the rank-and-file deckhands who keep any vessel, great or small, afloat and moving. They are alert for danger and quick on their feet, weathered by wind and wave and sun, but always with an eye for what waits beyond the horizon.

Shipmates can be used as low-level marines, rivermen, bargefolk, or even swamp rats living in stilt-houses.

Replacing a shipmate's Dodge feat with Athletic reduces his AC and CMD by 1, but increases his Climb and Swim skills by 2 each. Replacing his Profession (fisherman) skill with ranks in Linguistics or a Knowledge skill creates a sailor who has traveled the world and has knowledge of distant lands or languages.

On board a ship, shipmates might serve as crew for a variety of characters: eight shipmates could work for an evil slaver (CR 6), a seagoing traveling merchant (CR 7), a marauding viking (CR 8), or a pirate captain and her first mate (CR 12).

Away from seagoing vessels, six shipmates could form a press gang looking for easy prey to add to a pirate ship's crew (CR 4). A single shipmate might be found in the company of a barmaid (CR 1), or with a vagabond or storyteller (CR 2). A pair of shipmates might take up with a drunkard or prostitute while on shore leave (CR 3).

FIRST MATE

CR 8

XP 4,800

Human expert 4/fighter 5

N Medium humanoid

Init +4; **Senses** Perception +10

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 63 (9 HD; 4d8+5d10+18)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 short sword +15/+10 (1d6+6/17–20) or

+1 short sword +13/+8 (1d6+6/17–20), +1 short sword +13/+8 (1d6+5/17–20) or

+1 short sword +13/+8 (1d6+6/17–20), mwk whip +11 (1d3+1 nonlethal)

Ranged mwk heavy crossbow +13 (1d10/19–20)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks weapon training (light blades +1)

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 24

Feats Athletic, Exotic Weapon Proficiency (whip), Improved Critical (short sword), Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (short sword)

Skills Acrobatics +13, Climb +10, Craft (ships) +5, Intimidate +5, Knowledge (geography) +3, Knowledge (nature) +3, Linguistics +3, Perception +10, Perform (sing) +4, Perform (wind) +4, Profession (sailor) +12, Survival +5, Swim +13

Languages Aquan, Common

SQ armor training 1

Combat Gear *potion of water breathing, feather tokens* (anchor, fan); **Other Gear** +1 breastplate, +1 short swords (2), masterwork heavy crossbow with 10 bolts, masterwork whip, *ring of swimming*, everburning torch, musical instrument (concertina or fife)

Boon A first mate can arrange for PCs to meet with a captain or merchant prince of their acquaintance, with a +2 circumstance bonus on Diplomacy checks because of the first mate's reputation. He can also accompany PCs with a longboat and crew of four shipmates for up to 1 day.

A first mate is the loyal assistant to a ship's captain. He oversees duties and discipline aboard ship, feared but always respected; he is able to entertain with a sea shanty one moment and ply his trusty lash or flashing cutlasses the next. A first mate could also be the warden of an exotic island prison. Away from their ships, first mates can be found with a traveling merchant quartermaster (CR 9), or a captain (CR 12).

CAPTAIN

CR 11

XP 12,800

Human expert 3/fighter 9

N Medium humanoid

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

DEFENSE

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +1 natural, +3 shield)

hp 89 (12 HD; 3d8+9d10+26)

Fort +11, **Ref** +5, **Will** +8; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee trident of warning +22/+17 (1d8+11) or starknife +18/+13 (1d4+7/×3)

Ranged +1 composite longbow +14/+9 (1d8+7/×3) or starknife +14 (1d4+7/×3)

Special Attacks weapon training (thrown +2, bows +1)

STATISTICS

Str 20, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +16; **CMD** 27

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Greater Weapon Focus (trident), Master Craftsman, Power Attack, Skill Focus (Profession [sailor]), Step Up, Strike Back, Toughness, Vital Strike, Weapon Focus (trident), Weapon Specialization (trident)

Skills Acrobatics +10, Climb +10, Craft (ships) +5, Diplomacy +10, Knowledge (engineering) +5, Knowledge (geography) +10, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +10, Knowledge (nobility) +5, Linguistics +5, Perception +10, Perform (keyboard instruments) +5, Profession (merchant) +5, Profession (sailor) +21, Spellcraft +16, Survival +10, Swim +10

Languages Aquan, Auran, Common

SQ armor training 2

Combat Gear *elemental gem* (water); **Other Gear** +1 full plate, +1 heavy wooden shield, trident of warning, +1 composite longbow (+5 Str) with 20 arrows, starknife, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +2, *gloves of swimming and climbing*, musical instrument (harpsichord or small pipe organ), spyglass

Boon A captain can arrange sea passage for PCs or cargo to any navigable destination, and can help PCs find directions to obscure destinations (+5 bonus on Knowledge [geography] or other related checks). Captains working for a larger group can also issue legal decrees in their name.

A captain is mistress of a ship at sea. She may be the legal authority and representative of her nation, company, faith, or faction, or she may be an independent captain owing allegiance to none and claiming no home but the sea itself. Captains may be used as pirates, admirals, or master merchants. A captain is usually accompanied by a first mate and a traveling merchant as quartermaster (CR 12).

SCHOLARS

More than merely elusive sages and hermetic wizards, academics and intellectuals might be found anywhere secrets wait to be uncovered. From universities of higher learning to the ruins of forgotten civilizations, researchers endlessly pursue new discoveries, either for the sake of scholarship or for their own personal fame. Tenacious mages test the boundaries of magic, risking their lives and sanity for the chance at greater power. No matter the mystery, one can rest assured that somewhere experts wait to test their minds against new challenges.



HEDGE WIZARD

CR 4

XP 1,200

Human commoner 2/wizard 3

N Medium humanoid

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

DEFENSE

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

hp 22 (5d6+5)

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

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19–20)

Ranged dagger +3 (1d4/19–20)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 3rd; concentration +7)

2nd—*blindness/deafness* (DC 16), *glitterdust* (DC 16)

1st—*charm person* (DC 15), *color spray* (DC 15), *unseen servant*

0 (at will)—*arcane mark*, *mage hand*, *mending*, *prestidigitation*

STATISTICS

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

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

Feats Brew Potion, Combat Casting, Defensive Combat Training, Scribe Scroll, Skill Focus (Craft [alchemy])

Skills Appraise +12, Craft (alchemy) +15, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Perception +6, Profession (herbalist) +10, Spellcraft +12

Languages Aquan, Common, Elven, Gnome, Sylvan

SQ arcane bond (raven familiar)

Combat Gear *potions of cure light wounds*, *darkvision*, *invisibility*, *levitate*, *protection from arrows*, *resist energy*;

Other Gear dagger, *cloak of resistance* +1, alchemy kit

Boon A hedge wizard can make alchemical items, brew potions, or scribe scrolls for the PCs at half cost. A hedge wizard can also share knowledge about the local area, granting a +2 circumstance bonus on Knowledge (geography), Knowledge (history), Knowledge (local), or Profession (herbalist) checks made in the local region.

A hedge wizard is a local dabbler in magic, sometimes a hermit or recluse wanting only privacy, but often a local loremaster or apothecary whose studies include both the natural and the supernatural.

Hedge wizards can serve as alchemists, sages, and scholars, or operate a curiosity shop or trading post dealing in magical and mundane items.

A hedge wizard might apprentice with a conjurist or hermit (CR 7) or partner with a medium as mystical advisors to a mayor (CR 9). Two cultists might be found working with a hedge wizard (CR 6), or a hedge wizard may work with a pilgrim and two acolytes to administer to a remote village (CR 6).

ARCHAEOLOGIST

CR 6

XP 2,400

Human rogue 7

N Medium humanoid

Init +3; Senses Perception +10

DEFENSE

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

hp 38 (7d8+7)

Fort +3, Ref +8, Will +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee short sword +8 (1d6–1) or
whip +8 (1d3–1 nonlethal)

Ranged hand crossbow +8 (1d4/19–20)

Special Attacks sneak attack +4d6 plus slow reactions

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

STATISTICS

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

Base Atk +5; CMB +8 (+10 to trip); CMD 17 (19 vs. trip)

Feats Agile Maneuvers, Blind-Fight, Combat Expertise,
Improved Trip, Weapon Finesse

Skills Acrobatics +12, Appraise +12, Climb +5, Disable Device
+15, Escape Artist +10, Knowledge (arcana) +5, Knowledge
(dungeoneering) +10, Knowledge (engineering) +10,
Knowledge (history) +10, Knowledge (local) +10, Knowledge
(religion) +5, Linguistics +10, Perception +10, Profession
(architect) +10, Profession (librarian) +10, Sleight of Hand
+7, Spellcraft +7, Stealth +10, Use Magic Device +10

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant,
Terran, Undercommon

SQ rogue talents (ledge walker, slow reactions, trap spotter),
trapfinding +3

Combat Gear scrolls of comprehend languages, detect secret
doors, erase; Other Gear masterwork studded leather,
masterwork buckler, hand crossbow with 10 bolts, short
sword, whip, hand of the mage, handy haversack, rope of
climbing, unguent of timelessness, everburning torch

Boon An archaeologist can tell PCs secrets of ruins and relics
of a specific ancient culture, granting a +2 circumstance
bonus on Appraise, Spellcraft, and Use Magic Device
checks to identify items relating to that culture, as well as
Knowledge (engineering), Perception, and Disable Device
checks when dealing with traps or secret doors in a ruin
from that culture.

An archaeologist is a cunning scholar and explorer of ancient texts and ruins. She is knowledgeable in a wide range of fields, as quick with a quip or quotation as with a blade, bolt, or lash. An archaeologist might partner with a medium to placate the spirits of the dead disturbed in her explorations (CR 7), or supply a traveling merchant with exotic relics (CR 8).

SAGE

CR 11

XP 12,800

Human abjurer 5/expert 7

N Medium humanoid

Init +0; Senses Perception +10

DEFENSE

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

hp 61 (12 HD; 7d8+5d6+12)

Fort +5, Ref +4, Will +12

Defensive Abilities protective ward 10/day (+2 deflection, 7
rounds), resistance

OFFENSE

Speed 30 ft.

Melee quarterstaff +6/+1 (1d6–1)

Ranged dart +7 (1d4)

Wizard Spells Prepared (CL 5th; concentration +12)

3rd—*magic circle against evil*, *sepia snake sigil* (DC 20),
stinking cloud (DC 20), *suggestion* (DC 20)

2nd—*glitterdust* (DC 19), *locate object*, *protection from
arrows*, *touch of idiocy*, *whispering wind*

1st—*charm person* (DC 18), *color spray* (DC 18), *feather fall*,
mage armor, *shield*, *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

Prohibited Schools evocation, necromancy

STATISTICS

Str 8, Dex 10, Con 12, Int 24, Wis 14, Cha 13

Base Atk +7; CMB +6; CMD 21

Feats Arcane Strike, Craft Wand, Craft Wondrous Item,
Defensive Combat Training, Magical Aptitude, Scribe Scroll,
Skill Focus (Knowledge [history]), Skill Focus (Use Magic
Device), Spell Mastery

Skills Appraise +14, Diplomacy +6, Heal +6, Knowledge
(choose one) +28, Knowledge (all others) +20, Linguistics
+22, Perception +10, Profession (scribe) +10, Sense Motive
+7, Spellcraft +26, Use Magic Device +26

Languages Common, plus 19 other languages

SQ arcane bond (*ring of sustenance*)

Combat Gear wands of *acid arrow* (50 charges), *cure light wounds*
(50 charges), *identify* (50 charges), *light* (50 charges); Other Gear
quarterstaff, darts (2), *brooch of shielding*, *broom of flying*, *cloak of
resistance* +1, *headband of vast intellect* +4 (Spellcraft, Use Magic
Device), *ring of sustenance*, magnifying glass, merchant's scale

Boon A sage can translate any foreign language for PCs or make
up to five skill checks (including identifying magic items) for
PCs. A sage can also craft magic items at a 10% discount.

A sage is an academic of the first order. Both a polyglot and polymath, a sage can be consulted to answer any number of questions by anyone wealthy enough to afford her considerable fees. A sage is often accompanied by a merchant prince who procures all the research materials she desires (CR 12), and together they may sit on the small council of a queen (CR 13) or king (CR 15).

SEERS

Beyond the world of the mundane lie truths and mysteries veiled from mortal eyes. Yet some possess the insight and art to gaze past the veneer of supposed reality, taking in realms both wondrous and terrible. Touched by the gods, magic, or madness, these seers stand apart from other mortals, viewing their powers as blessings or curses even as they explore the interweaving threads of fate and treat with the powers of realms beyond.



DOOMSAYER

CR 1

XP 400

Human adept 3

N Medium humanoid

Init –1; **Senses** Perception +5

DEFENSE

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

hp 10 (3d6)

Fort +1, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee sickle +1 (1d6)

Ranged dart +0 (1d4)

Adept Spells Prepared (CL 3rd; concentration +5)

1st—*bless*, *burning hands* (DC 13), *obscuring mist*

0—*ghost sound* (DC 12), *guidance*, *touch of fatigue* (DC 12)

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 10

Feats Persuasive, Scribe Scroll, Skill Focus (Intimidate)

Skills Diplomacy +4, Heal +6, Intimidate +7, Knowledge (religion) +3, Perception +5, Perform (oratory) +2, Profession (scribe) +6, Sense Motive +4, Spellcraft +3, Survival +6

Languages Common

SQ summon familiar (toad)

Combat Gear *scrolls of cause fear* (4), *command* (4), *cure light wounds* (4), *sleep* (4); **Other Gear** leather armor, sickle, darts (4)

Boon A doomsayer can spread word of the party's fearsome reputation, granting a +2 circumstance bonus on Intimidate checks in that community for 1 week. A doomsayer can also scribe scrolls for PCs at a 10% discount.

Doomsayers are ranting demagogues who continuously predict doom, cataclysm, and ruin, crying in the town square and distributing pamphlets in literate communities. A doomsayer may build up a cult of personality, but they are happiest when they can ensure that others are miserable.

Doomsayers can be used as primitive witch doctors or shamans, dark cultists, witches, or rough frontier “priests” in remote villages or other areas without organized clergy.

A doomsayer often keeps a pair of acolytes or beggars as disciples (CR 3 or 4), or works with a group of three wanderers or cultists (CR 6). A doomsayer might also be apprenticed to a hedge wizard (CR 5), while an urban doomsayer could partner with a gang of four pickpockets (CR 4) who work the crowd that gathers to hear the doomsayer speak.

Replacing Skill Focus (Intimidate) with Skill Focus (Heal) creates a lay healer who might be found with a pilgrim (CR 4).

MEDIUM

CR 4

XP 1,200

Human cleric 5

N Medium humanoid

Init +1; Senses Perception +8

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield)

hp 22 (5d8)

Fort +5, Ref +3, Will +8

OFFENSE

Speed 20 ft.

Melee light mace +2 (1d6–1)

Ranged dart +4 (1d4–1)

Special Attacks channel positive energy 7/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—calming touch (1d6+5 nonlethal), gentle rest

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*bestow curse* (DC 16), *helping hand*, *speak with dead*^P

2nd—*augury*, *gentle repose*^P, *silence* (DC 15), *spiritual weapon*

1st—*bless*, *command* (DC 14), *comprehend languages*,

deathwatch^P, *sanctuary* (DC 14)

o (at will)—*detect magic*, *guidance*, *light*, *read magic*

D domain spell; Domains Community, Repose

STATISTICS

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

Base Atk +3; CMB +2; CMD 13

Feats Alertness, Extra Channel, Shield Focus, Turn Undead

Skills Diplomacy +10, Heal +11, Knowledge (planes) +9,

Knowledge (religion) +9, Perception +8, Profession

(midwife) +9, Sense Motive +13, Spellcraft +6

Languages Celestial, Common, Infernal

Gear +1 chainmail, heavy wooden shield, light mace, darts (2),

cloak of resistance +1, silver holy symbol, augury focus

Boon A medium can cast *augury*, *speak with dead*, or *gentle*

repose at no charge, or magical healing at a 10% discount.

A medium is a speaker who bridges the worlds of the living and the dead. She proclaims rest and blesses gravesites, ushering in birth and consigning the dead to the ground, yet it is also her seance that recalls the shades of the lost and ensures the continuity of a community's past, present, and future.

A medium could be a village priestess or wise woman, or can simply be used as a generic wandering cleric, or one of many low-to-mid-level priests staffing a temple.

A medium might be accompanied by two acolytes or a doomsayer (CR 5), or two cultists (CR 6). A medium and hedge wizard (CR 6), hermit (CR 7), or conjurist (CR 7) could preside over a forest oracle or be traveling mendicant mystics. A medium and two acolytes might accompany a priest (CR 9), while five or six mediums could form the entourage for a saint (CR 12) or high priest (CR 13).

FORTUNE TELLER

CR 5

XP 1,600

Human bard 3/sorcerer 3

CN Medium humanoid

Init +1; Senses Perception +5

DEFENSE

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

hp 23 (6 HD; 3d8+3d6)

Fort +3, Ref +6, Will +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4–1/19–20)

Ranged dagger +4 (1d4–1/19–20)

Special Attacks bardic performance 18 rounds/day

(countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

Bloodline Spell-Like Abilities (CL 3rd; concentration +7)

7/day—laughing touch

Bard Spells Known (CL 3rd; concentration +7)

1st (4/day)—*cure light wounds*, *hideous laughter* (DC 17), *silent image* (DC 15), *ventriloquism* (DC 15)

o (at will)—*ghost sound* (DC 14), *know direction*, *mage hand*, *message*, *read magic*, *resistance*

Sorcerer Spells Known (CL 3rd; concentration +7)

1st (6/day)—*charm person* (DC 15), *entangle* (DC 15), *hypnotism* (DC 17), *mage armor*

o (at will)—*arcane mark*, *daze* (DC 16), *detect magic*, *ray of frost*, *prestidigitation*

Bloodline fey

STATISTICS

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

Base Atk +3; CMB +2; CMD 13

Feats Eschew Materials, Extra Performance, Magical Aptitude, Skill Focus (Perform [act]), Skill Focus (Sleight of Hand)

Skills Bluff +16, Diplomacy +10, Disguise +16, Intimidate +10,

Knowledge (arcana) +7, Knowledge (local) +7, Knowledge

(nature) +7, Knowledge (planes) +7, Knowledge (religion) +7,

Linguistics +6, Perception +5, Perform (act) +16, Perform

(oratory) +12, Sense Motive +10, Sleight of Hand +13,

Spellcraft +10, Use Magic Device +15

Languages Aklo, Common, Draconic, Sylvan

SQ bardic knowledge +1, bloodline arcana, versatile performance (act), woodland stride

Combat Gear scrolls of *animate rope*, *comprehend languages* (4),

erase, *magic aura*, *magic mouth*; wand of *unseen servant* (50 charges); smokesticks (2); thunderstones (2); Other Gear

daggers (2), *cloak of resistance* +1, non-magical crystal ball, tarot cards, augury focus

Boon A fortune teller could advise PCs on the best ways to trick those in a particular community, granting them a +2 circumstance bonus on Bluff and Intimidate checks in that area for 1 week.

STREET

Beyond castle walls and the regularly patrolled paths of the elite run the muddy walks of the common folk, where the desperate people of the street scrape what lives they can from debris and dust. Some criminals, some hopeless castoffs, some unlucky, broken, or crazed, these are the true inhabitants of cities and those most knowledgeable of its people, ways, and secrets. Often viewed as dangerous and deceitful, these desperate folks merely do what they must to survive, denied the luxuries of honor or pride in the daily fight for survival. Charity, compassion, and a few coins often goes far with those forced to make their living off the streets, and while many exploit such a simple truth, others might win a devoted ally or informant.

BEGGAR

CR 1

XP 400

Human commoner 1/rogue 1

N Medium humanoid

Init +3; **Senses** Perception +6

DEFENSE

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

hp 13 (2 HD; 1d8+1d6+5)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +1 (1d6+1)

Ranged club +3 (1d6+1)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Endurance, Skill Focus (Survival)

Skills Climb +6, Knowledge (local) +5, Perception +6, Sleight of Hand +8, Stealth +8, Survival +6

Languages Common

SQ trapfinding +1

Gear club, begging bowl

Boon A beggar can watch a particular location or person in their city or town for 1 day and report back to the PC on what they observed.

Beggars are the homeless and hopeless wretches that eke out a meager existence at the fringes of society in cities and towns. Some are once farmers, craftsmen, or other working folk stricken blind or lame, while others are orphans from birth, subsisting on alms and charity so long they have known nothing else.

Beggars can serve as apprentice thieves and pickpockets (and not a few beggars supplement their begging this way). They might also be used as urchins, link boys, the inhabitants of a leper colony, or even cultists of a dark god of disease, thievery, or murder. Exchanging a beggar's Skill Focus (Survival) with Skill Focus (Sleight of Hand) or Skill Focus (Stealth) creates a better pickpocket or thief. Replacing Endurance with Weapon Finesse, as well as adding some light armor or an additional weapon, makes a beggar more effective in combat, as does replacing both of a beggar's feats with Dodge and Mobility.

A beggar might be accompanied by a village idiot (CR 2), or may team up with a street thug or a pair of pickpockets (CR 3). A pair of beggars may also trail after a dealer or pilgrim (CR 5), or work with a troupe of four wanderers (CR 7). Beggars working as thieves or pickpockets might form gangs of six (CR 6), while four thieving beggars might add their skills to a gang of eight bandits (CR 7).



PROSTITUTE

CR 1

XP 400

Human expert 1/rogue 1

N Medium humanoid

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

DEFENSE

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

hp 11 (2d8+2)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20) or
sap –1 (1d6–1 nonlethal)

Ranged dagger +2 (1d4–1/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 11

Feats Deceitful, Skill Focus (Profession [courtesan])

Skills Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11,
Knowledge (local) +5, Perception +5, Perform (act) +8,
Perform (dance) +8, Profession (courtesan) +8, Sense Motive
+5, Sleight of Hand +7

Languages Common, Elven

SQ trapfinding +1

Gear dagger, sap, *elixir of love*, disguise kit

Boon A prostitute can set up a meeting with a current or former client. Because the PCs know of the client's connection to the prostitute, they suffer a –2 penalty on Diplomacy checks with that person, but gain a +2 bonus on Intimidate and Sense Motive checks.

Prostitutes are workers for hire in the field of love. From cheap trollops to brazen strumpets, saucy tarts to haughty courtesans, they work the streets and backroom brothels of cities and towns, tending to the wants, needs, and dark desires of their clients, often in elaborate costume and makeup for erotic roleplay. Most prostitutes have at least a little larceny in their hearts, however, and those who procure their services would be well advised to keep a close eye on their purses.

Prostitutes could be used as members of a harem or an actors' troupe. A prostitute might also be a noble's or wealthy businessman's mistress, or even a barmaid looking to make a little money on the side. Prostitutes also make good low-level spies or undercover agents.

A dealer might serve as pimp for a group of four prostitutes (CR 6), or eight prostitutes might be performers in a minstrel's show (CR 8). A harem of six prostitutes is usually guarded by a eunuch slaver (CR 7). A barkeep might have a prostitute on his staff, along with two barmaids (CR 5), or a prostitute may be found in the company of a pair of noble scions (CR 5).

DEALER

CR 3

XP 800

Human expert 1/rogue 3

N Medium humanoid

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

DEFENSE

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

hp 22 (4d8+4)

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

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19–20) or
mwk sap +5 (1d6+1 nonlethal)

Ranged mwk hand crossbow +5 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Deceitful, Quick Draw, Skill Focus (Craft [alchemy]),
Weapon Finesse

Skills Appraise +6, Bluff +11, Craft (alchemy) +12, Disable
Device +6, Disguise +12, Escape Artist +9, Intimidate +9,
Knowledge (local) +9, Perception +6, Profession (herbalist)
+6, Sense Motive +6, Sleight of Hand +9, Stealth +9

Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

Combat Gear bloodroot posion (2 doses), oil of taggit (2 doses),
striped toadstool poison (2 doses); **Other Gear** leather armor,
masterwork hand crossbow with 10 bolts, masterwork
dagger, sap, alchemy kit, disguise kit, thieves' tools

Boon A dealer can provide alchemical substances or poisons costing less than 500 gp at a 10% discount. He can also arrange for PCs to meet a more powerful crime boss or to plant illicit substances on a person or place.

Dealers are purveyors of drugs, toxins, poisons, and all manner of proscribed and questionable alchemical substances. Operating from hidden laboratories and kitchens, they import and concoct their wares to rule the streets through the power of their sweet seduction. (See page 236 for a variety of drugs dealers might push.)

Dealers can be used as low-level poisoners and assassins, traveling charlatans or snake-oil salesmen, or even semi-honest alchemists, apothecaries, and street physicians.

A corrupt dealer may work together with a slaver and two prostitutes to lure and kidnap victims (CR 6) or run a gang of four beggars and four pickpockets (CR 7). A dealer might partner with an unscrupulous shopkeep (CR 4) or sleazy barkeep (CR 5), or may be engaged in illicit business with a noble scion (CR 5). A dealer might also be accompanied by two street thugs for protection (CR 5). An honest dealer might be apprenticed to a hedge wizard (CR 5).

TAVERN

Amid the press of the crowd, the din of raised voices, and the music of clanking mugs bustle the patrons and proprietors of the local common house. Whether the staff of a sleepy village's inn and tavern, a shadowy city club, a feasting lord's longhouse, or any other place there's reason for celebration or ale to be poured, tavern denizens do more than serve, taking in all the best tales and gossip of a community and thoughtfully attending to the confessions of any with the coin to pay for another glass.



BARMAID

CR 1/2

XP 200

Human commoner 2

N Medium humanoid

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

DEFENSE

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

hp 7 (2d6)

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

OFFENSE

Speed 30 ft.

Melee serving tray +1 (1d4) or

frying pan +1 (1d6 plus 1 fire [if hot])

Ranged drinking glass +2 (1d4 plus dazzled 1 round [drink in eyes])

STATISTICS

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

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

Feats Catch Off-Guard, Throw Anything

Skills Perception +4, Perform (dance) +3, Profession (barmaid) +4, Profession (cook) +3, Sleight of Hand +2

Languages Common

Combat Gear antitoxin (2); **Other Gear** serving tray or frying pan, drinking glasses (2 to 4)

Boon A barmaid can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community).

Barmaids are serving wenches, dancing girls, and even harried cooks in inns and taverns throughout the cities and towns of the world. Although usually young, some barmaids are older goodwives working in the family business.

A barmaid might also be used as a farmer's, fisherman's, or shopkeep's wife, or any type of servant, whether in an inn or a noble's manor. Changing a barmaid's Profession skills can create any type of servant needed. Profession (courtesan) creates an inexperienced prostitute, or simply a serving girl who works in a brothel.

While skilled in improvised weapons, changing a barmaid's feats can create a servant with other useful skills. Alertness or Skill Focus (Perception) makes a barmaid good at overhearing conversations, while a barmaid working in a dangerous dive might carry a concealed dagger and have the Improved Unarmed Strike and Weapon Finesse feats.

A typical small tavern may have only a barkeep and a pair of barmaids (CR 4), while a large inn might have half a dozen barmaids serving the barkeep, with a street thug bouncer for protection (CR 6). A barmaid is often found in the company of a pair of farmers or shipmates (CR 2) or a noble scion (CR 3), or two barmaids might serve a pair of drunkards, street thugs, or vagabonds (CR 4).

DRUNKARD

CR 1

XP 400

Human commoner 1/warrior 2

N Medium humanoid

Init +0; Senses Perception –1

DEFENSE

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

hp 23 (3 HD; 1d6+2d10+9)

Fort +7, Ref +0, Will –1

OFFENSE

Speed 30 ft.

Melee club +3 (1d6+1) or

dagger +3 (1d4+1/19–20)

Ranged club +2 (1d6+1) or

dagger +2 (1d4+1/19–20)

STATISTICS

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

Base Atk +2; CMB +3; CMD 13

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Climb +5, Handle Animal +4, Intimidate +5, Profession (choose one) +3, Ride +4, Swim +5

Languages Common

Gear leather armor, club, dagger, gallon jug of ale

Boon A drunkard can be persuaded to make a loud, obnoxious disturbance as a distraction, imposing a –2 penalty on opposed Perception checks (as against Stealth or Sleight of Hand) for up to 1 minute for any NPCs who can see and hear him.

As ubiquitous as the barkeeps and serving wenches who serve them, drunkards may be found in almost every tavern in every town. Drunkards are wine-sodden louts who frequent pubs far too often, sousing away their meager earnings and often becoming surly and belligerent, especially against those from outside their home community. These are the men who leap up to start or join bar brawls, provided they're not passed out in the corner, sleeping off their latest binge.

Drunkards might be used as common sailors on shore leave, young country boys visiting town for the first time who can't hold their liquor, or drunk and disreputable off-duty guardsmen. A drunkard could even be used as a surly barkeep who samples his own wares a little too often.

A drunkard may be found alone, or a pair of down-on-their-luck drunkards might try to mug lone vagabonds for coin for their next drink (CR 3). A table of four drunkards might be sitting in a tavern (CR 5), possibly with a barkeep (CR 6), or perhaps listening to tales from a trapper (CR 6) or minstrel (CR 7). A pair of drunkards might also be found carousing on the street with a couple of shipmates (CR 4), two caravan guards on leave (CR 5), or a pair of slovenly prostitutes (CR 5), or trying to buy some illicit substances from a dealer (CR 5).

BARKEEP

CR 3

XP 800

Human expert 4/warrior 1

N Medium humanoid

Init +0; Senses Perception +10

DEFENSE

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

hp 23 (5 HD; 4d8+1d10)

Fort +5, Ref +1, Will +6

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6–1 nonlethal) or

dagger +3 (1d4–1/19–20)

Ranged mwk heavy crossbow +5 (1d10/19–20)

STATISTICS

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

Base Atk +4; CMB +3; CMD 13

Feats Great Fortitude, Quick Draw, Rapid Reload, Skill Focus (Profession [barkeep])

Skills Bluff +8, Handle Animal +5, Intimidate +5, Knowledge (local) +9, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Ride +5, Sense Motive +10, Sleight of Hand +5

Languages Common, Dwarf, Halfling

Gear +1 leather armor, masterwork heavy crossbow with 10 bolts and one +1 human bane bolt, dagger, sap

Boon A barkeep can arrange free room and board for PCs for up to a week. He can also share local rumors and customs with PCs, granting a +2 circumstance bonus on Diplomacy and Sense Motive checks in his community for 1 day.

A barkeep is the proprietor of an alehouse, saloon, or tavern, often with an inn attached. While some are sly, weasel-like, and unfriendly, most are garrulous raconteurs, seeking to entertain their customers with a story or joke and keep them happy and drinking. With patrons from across the world visiting their taverns, most barkeeps know a smattering of other languages to communicate with foreigners from far-away lands.

Barkeeps are used to trouble in their establishments, for drink often brings out the worst in their customers, and most barkeeps are used to facing down and intimidating drunks and bullies. For times when words fail, a good barkeep keeps a weapon beneath the bar, and is not afraid to use it.

Changing a barkeep's Profession skill to (innkeep) creates an innkeeper, possibly with Diplomacy instead of Intimidate, and his Perform skills changed to other Profession skills, such as cook.

An average barkeep has four barmaids on staff, with two guards or street thugs working as bouncers (CR 6). A barkeep might also be found swapping stories over a pint with a shopkeep (CR 4) or guard officer (CR 5).

TEMPLE

Devoted to powers and philosophies of the divine, the servants of organized religion live as their faith dictates and seek to spread the tenets of their beliefs to all with spirits that want and ears ready to listen. Whether in glorious temples, cathedrals, or mosques of widespread religions or the secretive sanctuaries of cults, mysteries, and esoteric orders, those of the faith provide a variety of services both to the faithful and those with the gold to further glorify their beliefs.



ACOLYTE

CR 1/2

XP 200

Human cleric 1

LN Medium humanoid

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

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 5 (1d8+1)

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

OFFENSE

Speed 20 ft.

Melee shortspear +1 (1d6+1)

Ranged shortspear +0 (1d6+1)

Special Attacks channel positive energy 7/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—rebuke death, touch of law

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bles*s, *command* (DC 13), *cure light wounds*^D

0 (at will)—*guidance*, *resistance*, *virtue*

D domain spell; **Domains** Healing, Law

STATISTICS

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

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

Feats Extra Channel, Selective Channeling

Skills Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6

Languages Common

Combat Gear *scroll of protection from chaos*, *scroll of sanctuary*;

Other Gear scale mail, heavy wooden shield, shortspears (2), healer's kit, silver holy symbol

Boon An acolyte can tend a character's wounds or provide a free wooden holy symbol or sacred tract (granting a +2 circumstance bonus on Knowledge [religion] checks about the acolyte's faith). An acolyte can also make holy water for PCs at a 20% discount.

An acolyte is a priest in training, often a callow youth fresh from the cloisters, loaded with zeal but not much practiced in proselytism. They are found in temples and monasteries throughout the world, and their enthusiasm and devotion makes them eager to take up arms and armor to defend their faith and flocks.

Acolytes of different faiths can be easily created by simply changing their domains, spells, armor, or weapons. Evil acolytes might have the Death and Evil domains, for example, and channel negative energy instead. An acolyte of nature could have the Animal and Plant domains, and wear leather armor.

Acolytes can be temple caretakers or messengers, attendants at small roadside shrines and chapels, or assistants to more experienced priests. A pair of acolytes may accompany a temple guard (CR 3), a pilgrim (CR 4), or a medium (CR 5).

PRIEST

CR 8

XP 4,800

Human cleric 9

LN Medium humanoid

Init +1; Senses Perception +8

DEFENSE

AC 26, touch 11, flat-footed 25 (+11 armor, +1 Dex, +4 shield)

hp 70 (9d8+30)

Fort +9, Ref +5, Will +11

OFFENSE

Speed 20 ft.

Melee +1 *merciful morningstar* +9/+4 (1d8+3 plus 1d6 nonlethal) or dagger +8/+3 (1d4+2/19–20)

Ranged mwk light crossbow +8 (1d8/19–20) or dagger +7 (1d4+2/19–20)

Special Attacks channel positive energy 5/day (DC 14, 5d6), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 9th, concentration +13) 7/day—rebuke death, touch of law

Cleric Spells Prepared (CL 9th, concentration +13)

5th—*breath of life*^D, *righteous might*

4th—*air walk*, *freedom of movement*, *order's wrath*^D (DC 18), *spell immunity*

3rd—*daylight*, *dispel magic*, *magic circle against chaos*^D, *prayer*, *searing light*

2nd—*aid*, *bull's strength*, *cure moderate wounds*^D, *delay poison*, *spiritual weapon*, *status*

1st—*bleed*, *detect chaos*, *divine favor* (2), *protection from chaos*^D, *shield of faith*

o (at will)—*create water*, *detect magic*, *detect poison*, *stabilize*

D domain spell; **Domains** Healing, Law

STATISTICS

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

Base Atk +6; CMB +8; CMD 19

Feats Armor Proficiency (heavy), Craft Magic Arms and Armor, Extra Channel, Shield Focus, Toughness, Vital Strike

Skills Diplomacy +5, Heal +10, Knowledge (religion) +10, Perception +8, Sense Motive +8, Spellcraft +11

Languages Common

SQ healer's blessing

Gear +2 *full plate*, +2 *heavy wooden shield*, +1 *merciful morningstar*, masterwork light crossbow with 10 bolts, dagger, *cloak of resistance* +1, healer's kit

Boon A priest can accompany PCs or send a patrol of four temple guards to assist them for up to 3 days. She can also craft magical arms and armor at a 10% discount.

A priest is a leader within his church, spreading the faith by any means necessary, even through conversion at swordpoint when argument fails. A priest can be a crusader, warpriest, or divine champion. A priest might be advisor to a noble (CR 10), or travel with a retinue of a dozen temple guards (CR 10).

HIGH PRIEST

CR 12

XP 19,200

Human cleric 13

LN Medium humanoid

Init +0; Senses Perception +15

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 90 (13d8+32)

Fort +13, Ref +7, Will +18

Defensive Abilities unity (2/day)

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d4–1/19–20)

Ranged light crossbow +9 (1d8/19–20)

Special Attacks channel positive energy 5/day (DC 18, 7d6)

Domain Spell-Like Abilities (CL 13th; concentration +20) 10/day—calming touch, inspiring word (6 rounds)

Cleric Spells Prepared (CL 13th; concentration +20)

7th—*dictum* (DC 24), *repulsion*^D (DC 24), *summon monster VII*

6th—*banishment* (DC 23), *heal*, *heroes' feast*^D, *word of recall*

5th—*breath of life*, *flame strike* (DC 22), *summon monster V*, *telepathic bond*^D, *true seeing*

4th—*air walk*, *dimensional anchor*, *discern lies*^D, *greater magic weapon*, *order's wrath* (DC 21), *tongues*

3rd—*create food and water*, *dispel magic*, *magic vestment*^D (2), *prayer*, *protection from energy*, *searing light*

2nd—*aid*, *calm emotions* (DC 19), *enthrall*^D (DC 19), *hold person* (DC 19), *sound burst* (DC 19), *spiritual weapon*, *status*

1st—*command* (DC 18), *comprehend languages*, *divine favor*^D, *hide from undead* (DC 18), *protection from chaos*, *sanctuary* (DC 18), *shield of faith*

o (at will)—*detect magic*, *guidance*, *light*, *read magic*

D domain spell; **Domains** Community, Nobility

STATISTICS

Str 8, Dex 10, Con 15, Int 12, Wis 24, Cha 14

Base Atk +9; CMB +8; CMD 18

Feats Augment Summoning, Craft Rod, Craft Wand, Craft Wondrous Item, Leadership, Selective Channeling, Spell Focus (conjuration), Spell Penetration, Turn Undead

Skills Diplomacy +11, Heal +11, Knowledge (arcana) +6, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (religion) +16, Linguistics +10, Perception +15, Sense Motive +15, Spellcraft +16

Languages Aquan, Auran, Celestial, Common, Ignan, Infernal, Sylvan, Terran

Combat Gear *lesser metamagic rods* (extend, silent), *wand of eagle's splendor* (50 charges), *wand of silence* (50 charges);

Other Gear masterwork studded leather, +1 *buckler*, cold iron dagger, light crossbow with 10 cold iron bolts, *belt of mighty constitution* +2, *cloak of resistance* +3, *eyes of the eagle*, *headband of inspired wisdom* +4, *incense of meditation*

Boon A high priest may cast a spell at no cost (except for material components) or craft a magical item at a 10% discount. He may also be able to secure the PCs an audience with a ruler.

TRIBE

In the wildest reaches of dark jungles, hidden mountains, vast plains, frigid tundra, or innumerable other wild expanses live people with ways uninfluenced by civilized lands. Wary of intruders and defensive of their ancient traditions, tribal folk adhere to beliefs mysterious to outsiders and understand secrets of their lands beyond the savviest intruder. More than barbarians, such people are lords, servants, and kindred of their environments, and demand the respect of all who would trod upon their lands.



CANNIBAL

CR 1

XP 400

Human barbarian 2

CN Medium humanoid

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

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)

hp 25 (2d12+12)

Fort +8, **Ref** +1, **Will** +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee greatclub +6 (1d10+6) and bite +1 (1d4+2) or
unarmed strike +6 (1d3+4) and bite +1 (1d4+2) or
bite +6 (1d4+4 plus +2 bonus on grapple)

Ranged throwing axe +3 (1d6+4)

Special Attacks rage (9 rounds/day), rage power (animal fury)

TACTICS

Base Statistics When not raging, the barbarian's statistics
are **AC** 15, touch 11, flat-footed 14; **hp** 21; **Fort** +6, **Will** +1;
Melee greatclub +4 (1d10+3) or unarmed strike +4 (1d3+2),
no bite; **Ranged** throwing axe +3 (1d6+2); **Str** 15, **Con** 16;
CMB +4 (+6 grapple); **Climb** +4, **Swim** +4

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6 (+8 grapple); **CMD** 15 (17 vs. grapple)

Feats Improved Grapple, Improved Unarmed Strike

Skills Climb +6, Handle Animal +4, Perception +6, Survival +6,
Swim +6

Languages Common

SQ fast movement

Gear hide armor, greatclub, throwing axes (2)

Boon A cannibal can assist the PCs by tracking a single
sentient creature (or a single group of sentient creatures)
through the wilderness for up to 3 days.

Cannibals are ferocious, savage humanoids, feral people with a taste for sentient flesh. In battle, they charge with savage war cries, often tossing their weapons aside to hurl themselves onto their foes with hunger and abandon, eager to taste the blood and flesh in the ecstatic heat of battle.

Cannibals can also be used as regular barbarian tribesmen. In these cases, they might have different rage powers (such as intimidating glare, powerful blow, or superstition), and their feats can be replaced with Endurance and Diehard, or Power Attack and Cleave. A cannibal with the scent rage power makes a skilled tracker, while one with swift foot can easily run down prey.

Cannibals are usually found in hunting parties of four to six (CR 5 or 6), often accompanied by an equal number of half-tamed large dogs (CR 6 or 7). Eight cannibals might accompany a shaman (CR 8) or a chieftain (CR 11).

SHAMAN

CR 5

XP 1,600

Human adept 7

N Medium humanoid

Init –1; **Senses** Perception +1

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, –1 Dex)

hp 31 (7d6+7)

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +4 (1d6)

Adept Spells Prepared (CL 7th; concentration +8)

2nd—*cure moderate wounds*, *web* (DC 13)

1st—*bless*, *command* (DC 12), *cure light wounds*, *obscuring mist*

0—*guidance*, *stabilize*, *touch of fatigue* (DC 11)

STATISTICS

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

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

Feats Brew Potion, Combat Casting, Craft Wand, Improved Familiar, Self-Sufficient

Skills Craft (alchemy) +10, Heal +12, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (religion) +6, Profession (herbalist) +10, Spellcraft +6, Survival +13

Languages Common, Ignan

SQ summon familiar (smoke mephit)

Combat Gear *wand of burning hands* (CL 5, 50 charges), *wand of cure moderate wounds* (50 charges), alchemist's fire (2);

Other Gear masterwork studded leather, masterwork sickle, wooden holy symbol, 4 gp

Boon A shaman can craft potions for PCs at a 10% discount or make up to three knowledge checks on their behalf. A shaman can also give them a sacred token that grants a +2 circumstance bonus on Diplomacy checks with tribes within a 20-mile radius.

Shamans are the keepers of wisdom, myth, and medicine, the watchers over birth, life, and death within primitive tribes. They keep the ancient rites and appease the nature spirits, reading the signs in the smoke and tending the pyres of the honored dead while calling down a burning wrath upon those who would violate the tribe's territory and way of life.

Shamans may tend to good or neutral tribes with long histories and heroic traditions, or might be sinister witch doctors urging depraved cannibal tribes to darker evils. They are usually found in the wilds, but may be encountered in towns or cities, particularly if drawn there by visions or the voices of the spirits.

A shaman may keep a gladiator, monster hunter, or raider as her bodyguard (CR 7), or might have two doomsayers as apprentice shamans (CR 6).

CHIEFTAIN

CR 10

XP 9,600

Human warrior 12

N Medium humanoid

Init +1; **Senses** Perception +2

DEFENSE

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

hp 102 (12d10+36)

Fort +9, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft.

Melee +1 *human bane greatsword* +17/+12/+7 (2d6+7/17–20) or +1 *human bane greatsword* +19/+14/+9 (4d6+9/17–20) vs.

humans or

handaxe +16/+11/+6 (1d6+4/×3)

Ranged longbow +13/+8/+3 (1d8/×3)

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +12; **CMB** +16; **CMD** 27

Feats Critical Focus, Diehard, Endurance, Improved Critical (greatsword), Intimidating Prowess, Lunge, Toughness

Skills Climb +7, Handle Animal +6, Intimidate +19, Perception +2, Ride +4

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** hide armor, +1 *human bane greatsword*, handaxe, longbow with 20 arrows, *belt of giant strength* +2, 18 gp

Boon A chieftain can grant safe passage through lands within 20 miles; no tribes within that area will attack the PCs.

Chieftains lead cannibal tribes and other savage groups through raw strength, fierce cunning, and sheer force of will. A chieftain holds a mighty weapon as a symbol of his leadership and as a warning to those who would challenge him, for the blade has tasted the blood of as many rivals within the tribe as that of enemies from without.

As with shamans and cannibals, chieftains can rule either proud, noble barbarian groups or bestial, degenerate cannibal tribes. A chieftain who claimed his position by virtue of his heroic deeds might have a *dragon bane* or *magical beast bane greatsword* instead of the listed weapon, while a powerful cannibal chief might wear the heavier armor and wield the foreign weapons of defeated (and consumed) foes.

Chieftains can also be used as simple, direct gladiators, or even as high-level guardsmen, perhaps in charge of an entire castle's or city's guard force. Such guard generals wear heavier armor, usually banded mail or full plate (AC 18 or 20, respectively), and might possess the Power Attack and Cleave feats instead of Endurance and Diehard.

Chieftains are usually found with two raider bodyguards, a shaman, and a dozen cannibals (CR 12). A chieftain might also lead a raiding party of 10 raiders (CR 13) or nine vikings (CR 14).

VILLAGERS

Living apart from the walled edifices of bustling cities or the politics and plots of lordly palaces, simple townsfolk work hard and live simply, depending on one another for survival in their secluded burghs. The pioneers of far-flung frontiers, the farmfolk of rural countrysides, and the everyday people of sleepy hamlets, most common folk seek only quiet lives among their families and neighbors and care little for excitement or danger. Suspicious of strangers and wary of threats, these country folk preserve the traditions of their communities but readily do business with those bringing gold and the promise of greater things.



VILLAGE IDIOT

CR 1/3

XP 135

Human commoner 1

N Medium humanoid

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

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6+3)

Fort +2, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee improvised club +1 (1d4+1)

Ranged sling -1 (1d3+1)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** 4, **Wis** 9, **Cha** 10

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

Feats Catch Off-Guard, Endurance

Skills Climb +5, Perception +3

Languages Common

Gear improvised club, sling with 10 stones, turnip

Boon The village idiot can lead PCs to something secret or hidden inside the town that he has come across, granting a +5 bonus on one Perception check to search an area.

The village idiot is an amiable simpleton, eking out a meager existence through charity, begging, odd jobs, or occasionally bringing down small game with his sling. While usually a gentle soul, the village idiot is prone to anger if provoked, and may lash out blindly with whatever item is at hand.

Giving a village idiot the Skill Focus feat in place of Endurance creates an idiot savant, displaying great knowledge in one specific area, usually a Craft or Knowledge skill. Switching an idiot savant's Constitution and Charisma scores, and giving him Animal Affinity, Skill Focus (Handle Animal), and the Handle Animal skill instead of Climb, creates a horse whisperer or someone who relates better to animals than to humans (hp 4, Fort +0, Handle Animal +11). A village idiot might also carry a crude knife, or could have learned to defend himself from the taunts of cruel villagers with his fists (and the Improved Unarmed Strike feat).

Village idiots can also be used as prisoners, galley slaves, or incarcerated lunatics in an asylum. A village idiot can also represent any simple commoner, by replacing his Climb skill with an appropriate Craft or Profession skill. A stableboy might have the Ride skill instead, while a dock rat may possess the Swim skill. An urchin runner might have the Fleet and Run feats instead.

A village idiot is usually encountered alone, but may also be found tagging along with an acolyte, drunkard, farmer, or shopkeep.

FARMER

CR 1/2

XP 200

Human commoner 1/expert 1

N Medium humanoid

Init +0; Senses Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 10 (2 HD, 1d6+1d8+2)

Fort +1, Ref +0, Will +3

OFFENSE

Speed 30 ft.

Melee club +0 (1d6) or

sickle +0 (1d6)

Ranged sling +0 (1d4) or

club +0 (1d6)

STATISTICS

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

Base Atk +0; CMB +0; CMD 10

Feats Animal Affinity, Skill Focus (Profession [farmer])

Skills Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7

Languages Common

Gear club, sickle, sling with 10 bullets, heavy horse, wagon

Boon A farmer can provide enough food and drink for the PCs for 1 week free of charge, or offer them a place to sleep for the night in his barn.

Farmers are the backbone of any economy, producing the foodstuffs and livestock for the world. A typical farmer is fair-minded, sensible, and trustworthy, but suspicious of outsiders. A farmer can be a good source of local gossip, and knows the area around his farm like the back of his hand.

Farmers in particularly dangerous areas might have a shabby suit of leather armor to don in times of trouble (AC 12), and often have an old spear or crossbow somewhere in the house, left over from militia training. A retired veteran farmer, or one who has had to defend his lands too many times from the creatures of the wilds, could have a level of warrior instead of commoner. Such a farmer has the same skills, but his hit points increase to 11, his Fortitude saves to +3, and his Base Attack Bonus to +1. He also normally has a suit of light armor and better weapons he can use to protect his house and family.

Farmers are usually found in families of two to six (CR 1 to 4). Outside, a farmer might be found working with his three stout farmer sons in the fields (CR 3). In town, a farmer could be haggling with a shopkeep (CR 2), or three farmers may be conversing with a lovely barmaid at the local tavern (CR 3). A dozen farmers outfitted with torches and pitchforks (treat as spears) creates an angry peasant mob (CR 6).

MAYOR

CR 8

XP 4,800

Human aristocrat 3/expert 7

N Medium humanoid

Init +0; Senses Perception +10

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 44 (10d8)

Fort +3, Ref +3, Will +8

OFFENSE

Speed 30 ft.

Melee +1 rapier +7/+2 (1d6/18–20) or

dagger +6/+1 (1d4–1/19–20)

Ranged dagger +7 (1d4–1/19–20)

STATISTICS

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

Base Atk +7; CMB +6 (+10 disarm); CMD 16 (18 vs. disarm)

Feats Alertness, Combat Expertise, Greater Disarm, Improved Disarm, Skill Focus (Diplomacy), Skill Focus (Knowledge [local])

Skills Bluff +15, Diplomacy +21, Intimidate +10, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +21, Knowledge (nobility) +15, Linguistics +8, Perception +10, Perform (oratory) +15, Profession (choose one) +13, Ride +8, Sense Motive +17

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

Gear +1 studded leather, +1 buckler, +1 rapier, dagger, feather token (bird), periapt of health, unguent of timelessness (2), light horse with riding saddle

Boon Mayors can provide detailed information on their community, major power groups or individuals, and secret or hidden locations. They can also free PCs from legal trouble or arrest NPCs of up to 12th level and detain them for 24 hours.

Mayors are civil authorities in towns and cities. While a small village might be ruled by a single wealthy citizen or small council of commoners, a mayor is keenly aware of the doings throughout a large community, able to work effectively with both the common folk and the rich and powerful. Because of her position, she can mingle among the landed gentry and blooded aristocracy even without a noble title of her own.

A mayor can be found in any sizable town or city, or even in charge of a small village of strategic or economic importance. Large cities might have several mayors as district administrators, serving together on a city council. A mayor could serve as the head of a college or guild, or as the ambassador of a titled lord.

Mayors often keep a pair of guard officer bodyguards with them (CR 9), and can be found in company with a noble (CR 10) or a merchant prince and his sellsword guard (CR 11).