

PATHFINDER CHRONICLES



Hal Maclean, Jeff Quick,
and John Wick

BJORN GRIMSONG
LINNORM KINGS CR 7

THAIM
MAMMOTH LORDS CR 2

GALENN A ICETHORNE
IRRISEN CR 5

BRINIAN
BREVOY CR 5

ESME CURRINDON
USTALAV CR 4

KRUN THUUL
BELKZEN CR 9

CORDELIZA PARASCA
VARISIA CR 3

MODORU REDGRAVE
LASTWALL CR 3

VAYLEN GOLDFIELD
GALT CR 3

JHEREK OIVOS
HERMEA CR 5

TAL TAVAL
NIRMATHAS CR 9

HUODATHA
RAZMIRAN CR 3

ALVIANA SHADOWSWORN
NIDAL CR 5

VENDLARA ALDERANE
KYONIN CR 3

MENTHEN JAGARO
DRUMA CR 3



ADELLE DURAN
TALDOR CR 7

PATRONICUS DRENDANE
CHELIAX CR 5

RIES CUPRIANAS
ANDORAN CR 5

JONA CLAY
ABSALOM CR 6

RUPERT RAIM
RAHADOUM CR 5

ELHAM AL SALEEM
QADIRA CR 5

TPANNON
THUVIA CR 4

ILLIAN GLANADRIAN
MEDIOGALTI CR 7

LORD ACHIMAIR
SODDEN LANDS CR 6

FADIL IBN-KAZAR
KATAPESH CR 3

NTANGA
MWANGI CR 3

SATHA
NEX CR 8

JAREN THE JINX
SHACKLES CR 5

HALIG OAKLAGE
GEB CR 4

DIMATA SIRATHINI
SARGAVA CR 4

NPC GUIDE

A *Pathfinder Chronicles* Supplement

This *Pathfinder Chronicles* book works best with the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Bestiary*. Although it is suitable for play in any fantasy world, it is optimized for the *Pathfinder Chronicles* campaign setting.



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DEATH BY STAT BLOCKS

Creating character and monster stat blocks is the most time-consuming and error-prone part of being a Game Master. A complex or high-level creature's stat block can take an hour or more to build. Stat blocks use a lot of math and refer to rules all throughout the *Pathfinder Roleplaying Game Core Rulebook*, and sometimes other books as well. Anything that you can do to save time on stat blocks means more time you can use to make a campaign cool, fun, and exciting. That's where this book comes in.

This book contains more than 90 complete stat blocks for Golarion characters. Some are unique characters—potential contacts or long-term villains, each with his own backstory and motivations. Others are “generic” sorts of characters, the nameless rank-and-file NPCs that populate a castle, random encounter, evil temple, or monstrous horde.



GOLARION FEATS

Some of these characters use feats from the *Pathfinder Chronicles Campaign Setting*, which was written for the 3.5 rules over a year before the launch of the Pathfinder Roleplaying Game. While in many cases these feats can be used as is without any conversion, some of them are obsolete because of new material presented in the Pathfinder RPG. If an NPC in this book refers to a feat from the *Pathfinder Chronicles Campaign Setting*, the NPC's stat block includes a short summary of the effects of the feat as it affects that character; however, it does not address any aspects of the feat that do not apply to the character (such as extra benefits at a higher level or a spellcasting class the character doesn't have). This means you don't need the *Pathfinder Chronicles Campaign Setting* to use these feats, but to fully understand the context of the feat you may want to read about it in that book.

Emergency PCs

Sometimes you need a PC in a hurry—a friend drops by from out of town and wants to play for one session, a player brings a girlfriend or boyfriend who wants to try gaming, or a PC dies and the player needs a temporary PC for the rest of the night while the party completes the adventure. Time is short, and time spent creating a character at the table—especially for someone who's never played before and doesn't know what sort of decisions to make—is time you're not actually playing.

In a pinch, you can use any of the NPCs in Chapter 1 as PCs. All of the characters in Chapter 1 are built with the heroic ability score array (15, 14, 13, 12, 10, 8), which is the same as if they were built with the Purchase method of generating ability scores using the 15-point standard fantasy allotment (see *Generating Ability Scores* on page 15 of the *Pathfinder RPG Core Rulebook*), so they're suitable for use as PCs without any changes to the ability scores or class abilities.

However, NPCs have far less gear than PCs of the same character level—the value of NPC gear corresponds to the Heroic level on Table 14–9 in the *Core Rulebook* (page 454), whereas Table 12–4 (page 399) indicates how much wealth PCs have to spend on gear. When using one of these NPCs as a PC, add gear to make up the difference between the two values. In most cases, adding expensive standard items like a *ring of protection*, *cloak of resistance*, or *belt of giant strength* (or other ability score-boosting item) or adding enhancement bonuses to armor or weapons is the fastest and easiest way to close this gap. For example, Jona Clay (see page 4) is a 7th-level NPC with approximately 6,000 gp worth of gear; if he were a PC, he should have about 23,500 gp worth of gear—a difference of 17,500 gp. Improving his *+1 studded leather* to *+2 studded leather* is worth 3,000 gp, increasing his *ring of protection +1* to a *ring of protection +2* is worth 6,000 gp, adding a *cloak of resistance +2* is worth 4,000 gp, and adding a *headband*

of *alluring Charisma +2* is worth 4,000 gp, which amounts to 17,000 gp altogether, leaving 500 gp to buy a few potions.

The characters in Chapter 3 are PCs rather than NPCs; you can use them as is if you need an emergency PC.

Chapter 1

This chapter has 30 named NPCs of levels 4 to 10, with one NPC per page, each accompanied by a history and illustration.

Each NPC write-up also includes a **Boon**—some benefit that the character can provide PCs if they shift her attitude to helpful (see the Diplomacy skill on pages 93–94 of the *Pathfinder RPG Core Rulebook*). A few of these boons are or grant unusual abilities; these help give the NPCs a special twist and let them contribute to the campaign in a unique way. Note that the NPCs probably react to the PCs as individuals rather than as a unified group; it is entirely possible for an NPC to feel helpful toward one PC and indifferent or even hostile toward another, and in such cases it is very unlikely that the NPC offers her boon to PCs she's not feeling helpful toward.

The NPCs in this chapter are arranged alphabetically by their region of origin. Note that while the NPCs are all linked to their respective homelands, they are designed to be mobile and have reasons to travel to other places. Therefore, you should have little trouble introducing them in almost any part of the Inner Sea region, even if the PCs never venture to the NPC's place of origin. Of course, you can always “file off the serial number” and adapt any of these NPCs for another region or purpose.

Chapter 2

This chapter includes over 50 complete stat blocks for “generic” NPCs from all over the Inner Sea region. It does not include names or significant background information, as these NPCs are intended to fill parts for which their role in a combat or minor place in a story arc is less important. For example, if you're running an adventure in Absalom and you need some bruisers for an encounter in the city's Puddles district, use a few Puddles thugs (see page 34); their names and reasons for being in the Puddles aren't important—they're there to be a suitable combat challenge for the PCs.

Note that this chapter's focus is Golarion-specific NPCs; if you want generic blacksmiths, guards, merchants, and so on, see the *Pathfinder RPG GameMastery Guide*.

Chapter 3

Paizo editor-in-chief James Jacobs runs a Pathfinder game set in and around the town of Sandpoint. This chapter has stat blocks for the original Sandpoint campaign PCs played by members of the Paizo staff. Though they live and quest in Sandpoint, there's no reason you couldn't use them as a traveling adventure band in some other part of the world. Like the named NPCs in Chapter 1, each of these characters has a Boon for PCs who shift his attitude to helpful.



ABSALOM

For 10 years, Jona Clay was a Pathfinder—and a good one. His fame and fortune rose quickly throughout Absalom and the lands beyond. Then one day he simply disappeared, leaving behind no hint of his fate.

The truth of the matter is that, while traveling through central Avistan, he stopped at a small village and was approached by a young boy, who in his hero worship asked Jona to teach him how to use a sword so that he, too, could become a Pathfinder. Amused, Clay spent the day showing the boy the basics and encouraged him to come to Absalom to join the ranks of the Pathfinders when he was old enough. He left an old short sword with the boy for practice and said goodbye. Not 2 days later, Jona saw smoke on the horizon; he soon learned that the boy and all of his kin had been killed by bandits. The village had no organized defense, and when the bandits began looting, the boy ran out to challenge them with the sword Jona had given him—and was immediately slaughtered.

Months of horrible dreams followed Jona. He returned to the Grand Lodge of Absalom, but still his nights were filled with visions of drowning in a lake of blood, small hands dragging him to the bottom. Finally, he packed his things together and left Absalom without saying goodbye. The only thing left in his room was his sword. No one in the city ever saw him again.

Or so they thought. Unknown to anyone from his former life, Jona in fact disguised himself and bought a house under an assumed personality. There he settled down, pretending to be a recent arrival and never mentioning his former life. He found a nice girl that made him laugh and he married her. When trouble comes, Jona settles it with a cool head and a steady hand, never reaching for his “walking stick” except as a last resort. Despite the weight of his secret—a past his wife and friends have learned not to probe too deeply—Jona Clay has finally found something greater than all the discoveries of the Society: a home.

Boon: Jona knows the locations of several half-explored sites of interest that may still hold treasures for brave adventurers, but he only shares them with people whom he trusts—and whom he believes can survive the dangers there.



JONA CLAY

JONA CLAY CR 6
XP 2,400
 Male human bard 1/ranger 3/rogue 3
 NG Medium humanoid (human)
Init +2; **Senses** Perception +11

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 33 (7 HD; 3d10+4d8)

Fort +4, **Ref** +10, **Will** +5

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *quarterstaff* +6 (1d6+1) or

sap +5 (1d6 nonlethal)

Ranged tanglefoot bag +7 ranged touch

(entangled)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate, inspire courage +1), sneak attack +2d6

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*charm person* (DC 13), *cure light wounds* o (at will)—*dancing lights*, *mage hand*, *message*, *prestidigitation*

TACTICS

Before Combat Jona does everything in his power to avoid combat through diplomacy and compromise.

During Combat Jona relies on Combat Expertise and attempts to inflict only nonlethal damage. The entire time, he constantly tries to defuse the conflict by looking for compromises or means to get his enemies to back down.

Morale Jona is willing to die to protect his friends and family, but he won't die cheaply. He's quick to flee a pointless death and is insightful enough to warn friends and neighbors so they can't be used as leverage against him.

STATISTICS

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

Base Atk +5; **CMB** +5 (+7 trip); **CMD** 19 (21 vs. trip)

Feats Combat Expertise, Dodge, Endurance, Improved Feint, Improved Iron Will, Improved Trip, Persuasive, Quick Draw

Skills Bluff +6, Diplomacy +14, Disable Device +9, Intimidate +4, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (local) +13, Knowledge (nature) +13, Linguistics +11, Perception +11, Perform (oratory) +12, Profession (scribe) +9, Sense Motive +11, Stealth +12, Survival +6

Languages Ancient Osiriani, Celestial, Common, Dwarven, Elven, Gnome, Goblin, Orc, Skald

SQ bardic knowledge +1, favored enemy (undead +2), favored terrain (urban +2), rogue talent (combat rogue), track +1, trapfinding +1, wild empathy +5

Combat Gear *potion of cure moderate wounds*, tanglefoot bags (4); **Other Gear** +1 *studded leather*, +1 *quarterstaff*, *sap*, *ring of protection* +1, masterwork thieves' tools, 225 gp



ANDORAN

Ries is a captain in the Steel Falcons, one of the three branches of Andoran's Eagle Knights. Colloquially known as the "Steel Fox" because of his daring and imaginative raids into Cheliah. Ries focuses his efforts and ingenuity on smuggling individuals out of the infernal empire. His small company of rangers is well known across Andoran. In Cheliah, his heroics go unmarked except by the officials tasked with bringing him to justice, and occasional hopeful whispers among less patriotic Chelaxians.

Ries and his company of rangers have haunted eastern Cheliah for years. Dissenters and troublemakers have a tendency to disappear in Cheliah, and while most of those who disappear do so in the clutches of House Thrune, a small number reach a better destination—Andoran. The Eagle Knights, through a network of informants, target and contact Chelish folk who appear to be on the verge of arrest and offer them a deal: safety in Andoran in exchange for any information or aid that could damage Cheliah. Hundreds have taken the deal, and Ries is their ticket to their new home. Extraction operations are perilous, since the defectors are often already under watch by the authorities. Running fights, dangerous diversionary tactics, and acts of civic destruction are all common occurrences when Ries is on the scene.

While most Andorens agree that Ries is a great hero and a great patriot, several theories float about as to why he has devoted his life to bringing down Cheliah in his singular manner. The most popular theory is that he is originally from Cheliah, and was rescued from there as a child by a smuggler like himself. Records on Ries's youth aren't public knowledge, so the theory is plausible. More radical theories include a divine mandate from Talmandor (Andoran's avoral patron) or his parents were killed by devils. Whatever his motivation, Ries is regarded as being single-minded in his goal to serve Andoran by freeing the Chelaxians, one by one.

Ries is in good physical shape for his forties, but his face is creased and leathered, and his hair retains little of its original brown, settling instead on a silver that helps make his sobriquet all the more fitting. A long scar mars the left side of his face from scalp to chin, a reminder and memorial. Ries is taciturn by nature and rarely smiles, though his eyes often convey a warmth at odds with his dour visage.

Boon: Ries is well versed in all of the smuggling routes along the border between Cheliah and Andoran and has used almost all of them himself at one time or another. He makes frequent forays across the border, and if the PCs

need to sneak into Cheliah unnoticed, he can take them along easily. If the PCs are in Cheliah and need help getting out, Ries can add them to his docket, but the chance of a successful extraction decreases with each person added, and Ries is loath to jeopardize his larger mission without good cause.



RIES CUPRIANAS

RIES CUPRIANAS

CR 5

XP 1,600

Male human ranger 6

NG Medium humanoid (human)

Init +2; Senses Perception +12

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 39 (6d10+6)

Fort +7, Ref +10, Will +6

OFFENSE

Speed 20 ft.

Melee longsword +6/+1 (1d8/19–20)

Ranged +1 longbow +10/+5 (1d8/x3)

Special Attacks favored enemy (humans +4, evil outsiders +2), favored terrain (plains +2)

Spells Prepared (CL 3rd;

concentration +6)

1st—*hide from animals, pass without trace* (DC 14)

TACTICS

Before Combat When escorting refugees, Ries avoids combat whenever possible. If a fight is inevitable, he casts *pass without trace* on the people he's helping to allow them to escape.

During Combat Ries ambushes from cover whenever possible, engaging in hit-and-run tactics to delay the enemy, preferring to stay at range near cover.

Morale Ries retreats as soon as those under his protection or command are safe.

STATISTICS

Str 10, Dex 15, Con 12, Int 13, Wis 17, Cha 8

Base Atk +6; CMB +6; CMD 18

Feats Endurance, Far Shot, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +6, Heal +12, Knowledge (geography) +10, Knowledge (nature) +10, Perception +12, Ride +8, Stealth +8, Survival +12, Swim +6

Languages Common, Halfling

SQ hunter's bond (companions), track +3, wild empathy +5

Combat Gear *potion of cure moderate wounds, potion of invisibility*; **Other Gear** masterwork breastplate, +1 longbow with 20 arrows, dagger, longsword, *cloak of resistance* +1, 308 gp



BELKZEN

Imagine spending your whole life with people dumber than you, in a culture driven by impulse, greed, and lust. Then imagine a relative genius being born into that culture, one who has the mind to see advantage and the will to use it. That was Krun Thuul. Smaller than his brothers and sisters, he was a runt born into the Black Sun tribe, beaten and bullied by everyone around him. But Krun was an orc with the wits to understand exactly where and what he was. He took one look at the world about him and knew he had to escape it. Through betrayal and bloodshed, he became the Warlord of the Black Sun, but that was not enough—even dominion over all orcs is too small an ambition for Krun Thuul.

Krun has plans for this world of weak, soft men. Krun is a strategist, a tactician—an orc who understands strength and weakness and how to turn it to his own advantage. At his command, the Black Sun orcs have given up any claims of land, becoming a nomadic army wandering Belkzen's many battlefields. By surrendering his land, he leaves nothing behind him, no castles to guard, no homeland to protect, and is free to focus on the glory and gold of victory. His army arrives at the site of a battle and stands within sight of both armies; Krun waits for one warlord to offer him a price... and then waits for the other general to raise it. Krun's coffers are full and rich, and soon he will have gathered enough orcs to his banner to turn his sights on the nations of men.

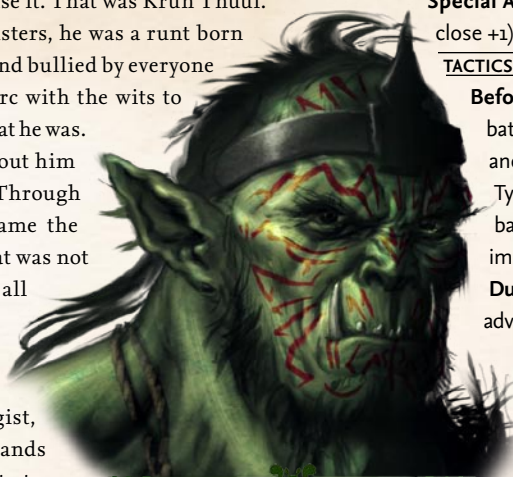
Boon: Krun's followers are mobile within Belkzen, and he is careful to stay on the good side of the various orc champions. Respected for his military prowess and knowledge, Krun can arrange a meeting with a specific warlord, escort visitors through Belkzen, and may even assist in an attack on a weak warlord if he feels it would advance his position without costing him too many of his troops.

KRUN THUUL CR 9

XP 6,400
Male orc fighter 10 (*Pathfinder RPG Bestiary* 222)
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 23, touch 12, flat-footed 22 (+10 armor, +1 deflection, +1 dodge, +1 natural)
hp 55 (10d10)
Fort +7, **Ref** +4, **Will** +4; +3 vs. fear
Defensive Abilities bravery +3, ferocity



KRUN THUUL

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee +1 *guisarme* +17/+12 (2d4+7/19–20/x3) or
+1 *spiked armor* +16/+11 (1d6+5)
Ranged javelin +10/+5 (1d6+4)

Special Attacks weapon training (pole arms +2, close +1)

TACTICS

Before Combat When Krun is about to enter battle, he uses Intimidate to shake up his foes and orders his followers into a battle line.

Typically, he brings an orc cleric onto the battlefield as his cohort to cast spells that improve his fighting ability, such as *bless*.

During Combat Krun uses reach to his advantage. He shifts about the battlefield, relying on his minions to block opponents while he steps into areas that will allow his reach to strike enemies with impunity. If an enemy closes past his reach, he batters the opponent with armor spikes but steps away as soon as an opening is available. He uses Improved Trip with his *guisarme* to knock down advancing opponents and then makes attacks of opportunity when they stand up within his reach.

Morale If confronted by a clearly superior opponent, or one that he can't easily harm, he runs away. He also flees if an opponent reduces him to 20 hit points or fewer or a single attack deals him 20 or more points of damage. Thanks to his armor training and his Run feat, Krun can usually outrun his opponents. He sacrifices his own troops to achieve a significant victory or save his own life.

STATISTICS

Str 18, **Dex** 10, **Con** 8, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +10; **CMB** +14 (+16 trip); **CMD** 25 (27 vs. trip)
Feats Combat Expertise, Critical Focus, Dodge, Improved Critical (*guisarme*), Improved Trip, Intimidating Prowess, Leadership, Persuasive, Power Attack, Run, Toughness
Skills Diplomacy +11, Intimidate +22, Knowledge (history) +8, Knowledge (local) +8, Perception +8, Ride +5, Survival +10
Languages Common, Dwarven, Elven, Orc
SQ armor training 2, weapon familiarity

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 full plate with +1 spikes, +1 *guisarme*, javelins (4), *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 200 gp

SPECIAL ABILITIES

Leadership Krun Thuul's leadership score is 12. His cohort is an 8th-level orc cleric. His most loyal followers include 2 orc berserkers (page 36), 2 orc shamans (page 36), and 4 orc skolls (page 36). The rest of his horde consists of 50 mercenary orc warriors (see *Pathfinder RPG Bestiary* 222.)



BREVOY

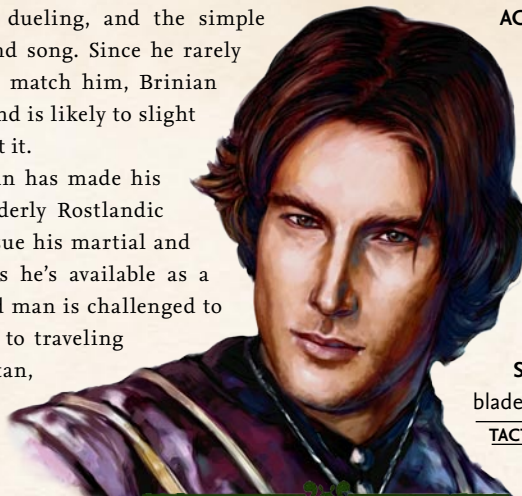
At age 25, Brinian is young for an accomplished member of the Aldori Sword Pact. The second son of a minor noble in Rostland, he was apprenticed at an early age to another swordlord and knows nothing of life beyond swordsmanship, dueling, and the simple pleasures of wine, women, and song. Since he rarely meets a swordsman who can match him, Brinian has an arrogant disposition and is likely to slight people without thinking about it.

For the last 7 years, Brinian has made his living as a retainer to an elderly Rostlandic noble who allows him to pursue his martial and romantic interests as long as he's available as a champion in the event the old man is challenged to a duel. His master has taken to traveling to all the great cities in Avistan, allowing Brinian a chance to sample delights from across the continent.

Brinian is lithe and wiry—his life of constant training keeps him in top physical shape. His high forehead and aquiline nose give him a genteel air which is regularly disrupted by a roguish grin, and his sandy hair is permanently tousled where it's not held back in a short queue. Brinian favors the latest fashions, though he pays for none of them himself. His master's long-suffering chamberlain sees to Brinian's outfitting, using style and cut to send a clear message that this man is deadly, and his master is not to be trifled with.

An essentially lazy man, Brinian has settled for a comparatively unambitious career—most Aldori swordlords would be doing something much more important than championing an old man. He's thus become something of a black sheep to his family and the community of nobles within Brevoy. Brinian's storied laziness evaporates in the face of anything he considers leisure, no matter the actual effort expended. Consequently, any request to Brinian is more successful if the act in question is presented as being frivolous, extravagant, or outrageous—even if the actual goal carries the risk of death.

Boon: Brinian can be persuaded to throw in with the PCs on a mission involving a goal that he sees as suitably gallant or amusing; rescuing a maiden or thwarting a group of bandits through single combat with their leader is right up his alley. Brinian is primarily motivated by fun and excitement. If the promised heroism doesn't come to fruition, he can get dangerously riled and is prone to abandoning those who anger or bore him; however, he is more tolerant if in the company of attractive women.



BRINIAN

BRINIAN

CR 5

XP 1,600

Male human fighter 6

N Medium humanoid (human)

Init +4; Senses Perception +4

DEFENSE

AC 21, touch 14, flat-footed 17 (+6 armor, +4 Dex, +1 natural)

hp 39 (6d10+6)

Fort +7, Ref +7, Will +2; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk Aldori dueling sword +13/+8 (1d8+5/19–20)

Ranged light crossbow +10/+5 (1d8/19–20)

Special Attacks weapon training (light blades +1)

TACTICS

Before Combat Brinian ordinarily calls out his opponent to set up a fair fight, preferring to duel until first blood is drawn, though he is willing to duel until one participant lands three hits. He only ambushes opponents in dire circumstances or if he can be convinced that the indignity is absolutely necessary.

During Combat Outside of a duel, Brinian enjoys closing with spellcasters to make use of his Disruptive feat. Otherwise he attacks the most powerful melee opponent and attempts to shame his enemies into fighting him one-on-one, using vulgar comments, slights against his foe's appearance, skill, favorite foods, liaisons with sisters and mothers, and anything else he can determine about his opponent.

Morale Brinian's air of bravado is quite sincere and doesn't crack until he reaches 5 hit points or fewer, at which point he flees. If humbled in this fashion, he remembers the face of the one responsible and plots revenge.

STATISTICS

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

Base Atk +6; CMB +10 (+12 to disarm); CMD 22 (24 vs. disarm)

Feats Agile Maneuvers, Alertness, Disruptive, Exotic Weapon Proficiency (Aldori dueling sword), Improved Disarm, Weapon Finesse, Weapon Focus (Aldori dueling sword), Weapon Specialization (Aldori dueling sword)

Skills Acrobatics +6, Climb +7, Intimidate +10, Perception +4, Ride +6, Sense Motive +7

Languages Common, Hallit

SQ armor training 1

Combat Gear elixir of tumbling (2), potions of cure light wounds (6);

Other Gear masterwork breastplate, masterwork Aldori dueling sword, light crossbow with 10 bolts, dagger, amulet of natural armor +1, cloak of resistance +1, 142 gp



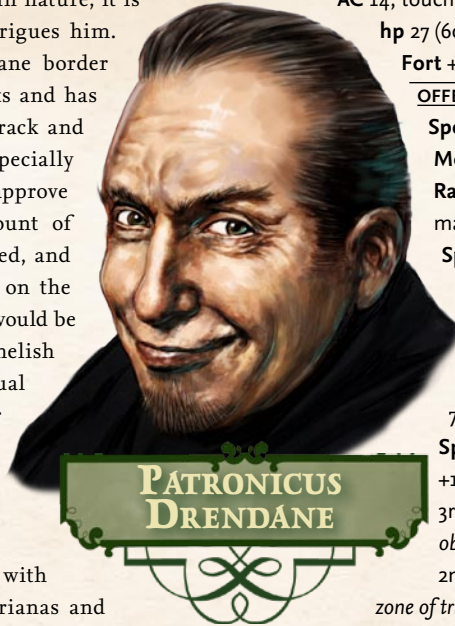
CHELIX

Patronicus Drendane is a signifer with the Hellknight Order of the Scourge, focusing his interest on the pursuit of smugglers and watching over the border between Cheliox and Andoran. While most of the smuggling that crosses the border is mercantile in nature, it is the intelligence traffic that most intrigues him. Patronicus tends to leave the mundane border enforcement to his capable lieutenants and has detached a small, personal force to track and intercept spies of foreign powers, especially Andoran. Patronicus's superiors approve of this arrangement—a certain amount of mercantile smuggling is to be expected, and having the finest investigatory mind on the border hunting after contraband wine would be a waste. Meanwhile, the slow leak of Chelish dissidents to Andoran is a continual irritant that the leadership is eager to remove. Thus when Patronicus is on the scent, he can count on ready support from all Order of the Scourge operatives in the area.

Patronicus has had many run-ins with the heroic Andoren named Ries Cuprianas and has made it his life's mission to bring the Eagle Knight to justice. The signifer uses divination and his own contacts along the border to determine when and where Cuprianas will strike next but has only managed several near misses thus far. Though the failures gall him, Patronicus knows he only needs to get lucky once, while Ries needs to get lucky every time.

Patronicus is in his early fifties and is starting to slow down physically, but his devotion to Asmodeus and the Order of the Scourge only grows with age. His gray eyes are piercing under well-kept black hair. Unlike most signifers, he has a ready smile and treats his underlings with solicitude and respect, as long as they do well. Failure angers Patronicus, and woe betide the Hellknight who fails him twice. In the meantime, Patronicus is a fatherly figure, respected as much for his helpful advice as for his firm hand in a crisis.

Boon: Patronicus can give the PCs information about any smuggling ring in eastern Cheliox. His knowledge of such groups is encyclopedic. He can also be helpful in getting conventional Chelish authorities to leave the PCs alone for a short period of time—he has a low opinion of inefficient civilian authority figures, and most local authorities are quick to back off in the face of a signifer's command. PCs allied with him gain a +2 bonus on Diplomacy checks to Gather Information in Cheliox relating to smuggling or the Order of the Scourge. He may lend novice allied PCs confiscated masterwork weapons for a mission that overlaps his interests.



PATRONICUS DRENDANE

PATRONICUS DRENDANE

CR 5

XP 1,600

Male human cleric of Asmodeus 6

LN Medium humanoid (human)

Init -1; Senses Perception +6

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)

hp 27 (6d8)

Fort +6, Ref +2, Will +10

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +3 (1d8-2)

Ranged hand of the acolyte (mwk heavy mace) +9 (1d8-2)

Special Attacks channel negative energy 7/day (DC 15, 3d6), hand of the acolyte (7/day)

Domain Spell-Like Abilities (CL 6th; concentration +10)

7/day—copycat (6 rounds)

Spells Prepared (CL 6th; concentration +10)

3rd—*dispel magic*^D, *invisibility purge*, *locate object*, *protection from energy*

2nd—*hold person* (DC 16), *invisibility*^D, *status, zone of truth* (DC 16, 2)

1st—*bless*, *cure light wounds* (2), *disguise self*^D, *sanctuary* (DC 15), *summon monster I*

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

D domain spell; **Domains** Magic, Trickery

TACTICS

Before Combat If Patronicus expects combat, he uses his copycat ability and casts *bless* on his allies.

During Combat Patronicus uses support spells on his allies, casts *hold person*, and attempts to dispel ongoing enemy spell effects.

Morale If brought below 10 hit points, or if his allies are killed, Patronicus casts *invisibility* and flees.

STATISTICS

Str 7, Dex 9, Con 11, Int 15, Wis 19, Cha 14

Base Atk +4; CMB +2; CMD 11

Feats Alertness, Combat Casting, Extra Channel, Selective Channeling

Skills Appraise +9, Diplomacy +11, Heal +9, Knowledge (arcana) +7, Knowledge (geography) +4, Knowledge (history) +7, Knowledge (local) +4, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +6, Perception +6, Sense Motive +15, Spellcraft +8

SQ aura

Combat Gear *wand of cure moderate wounds* (15 charges);

Other Gear +1 chain shirt, masterwork heavy mace, *cloak of resistance* +1, holy symbol, 736 gp



DRUMA

No one knows Menthen Jagaro's original homeland, though he has hinted on more than one occasion that he has traveled far since his journey first began as an enthusiastic and ambitious youth. He has seen and done much in his 35 years, though he is now content to call Druma home, as the mercantile nation suits his needs and desires quite nicely.

When he was young, Menthen was determined to become the most successful merchant Golarion had ever known. He came from a long line of merchants, one in which the familial love shown correlated directly with the recipient's pecuniary achievements. At an early age, he set off with a wagon, two pack mules, and fabulous dreams stacked high. He immediately found a small measure of success, having inherited his family's shrewd acumen and sharp business sense, but it wasn't long before his travels landed him in the middle of a perilous adventure.

While on an overland journey delivering a wagonload of furs, Menthen stumbled across a band of adventurers fighting to defeat a powerful demon that had been unwittingly released on the Material Plane. Though they were successful in stopping its evil, the encounter with the terrible fiend left Menthen spiritually scarred, with the realization that his life was but a hollow shell filled with transitory pleasures and illusory achievements. He suddenly feared that his time on this plane of existence had been wasted, and the unwelcome epiphany shattered his former worldview.

Afterward, Menthen wandered in a dim haze, searching for meaning. Eventually he came upon the nation of Druma, where he found himself immediately taken with the philosophical teachings of Kalistrade, teachings which reinforced his past and reassured him that his life had not been wasted in vain pursuits. He threw himself back into worldly deeds with renewed vigor, quickly overcoming his competition and setting himself up as an influential merchant lord.

Since his rise to power, Menthen has grown ever more prominent. He approaches everything in his life with the same merciless calculation, judging all actions by their financial consequences and caring little for the lives he has to destroy. For Menthen, there is no right and wrong—subjective judgments and misguided sentiments have no place in his computations—only wealth obtained. Whether his actions benefit good or evil is unimportant (unless, of course, those actions might come to affect future profits). As such, his enemies view him as even more ruthless than his fellows, and other merchant lords of Druma hold him

in high esteem, often regarding him as an example of the perfect follower of Kalistrade.

Menthen's mercantile power and holdings are protected in part by Druma's merciless Mercenary League, of whom he has several dozen as personal retainers and bodyguards.

Menthen realizes that in order to maintain a competitive edge he must always seek out new opportunities. Often these business ventures lead him to acquire the services of local adventurers, whom he always pays well.

Boon: Menthen's extensive network of contacts allows him to find someone willing to sell nearly any mundane or magical item worth 16,000 gp or less in little more than the time it takes a messenger to travel to the appropriate location and back (or faster, if the PCs pay for magical communication). Given extra time, he can also find exotic items, including things the owner isn't quite willing to part with unless the offer is very generous. He allows PCs to travel safely with his caravans to major cities and provides generous wages for guarding valuable goods.



MENTHEN JAGARO

MENTHEN JAGARO

CR 4

XP 1,200

Male human expert 6

N Medium humanoid (human)

Init -1; Senses Perception +1

DEFENSE

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

hp 27 (6d8)

Fort +2, Ref +1, Will +6

OFFENSE

Speed 30 ft.

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

TACTICS

During Combat Menthen avoids combat by hiding behind his bodyguards. If threatened directly, he tries to bribe his attacker or spill coins as a distraction so he can escape.

Morale Menthen wants to die old and in bed and does whatever he can to avoid being murdered.

STATISTICS

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

Base Atk +4; CMB +3; CMD 12

Feats Persuasive, Skill Focus (Appraise), Skill Focus (Sense Motive)

Skills Appraise +14, Bluff +10, Diplomacy +12, Intimidate +12, Knowledge (geography) +11, Knowledge (history) +9, Knowledge (local) +11, Knowledge (religion) +11, Profession (merchant) +10, Ride +4, Sense Motive +13

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

Gear dagger, 3,150 gp (most of this money is tied up in investments; he usually carries no more than 100 gp on him)





GALT

Born to wealth and privilege in Galt, Vaylen Goldfield had known only entitlement, comfort, and luxury during his youth. His family had for generations been members of the pompous nobility, receiving generous incomes from their numerous holdings in vineyards; spice, acorn, and dye exports; and investments in mines and quarries.

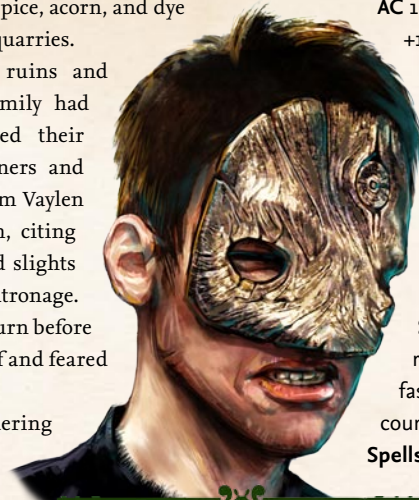
Galt's uprising left his house in ruins and his family slain. Old enemies the family had wronged attacked, looted, and burned their various holdings, hanging their retainers and bodyguards. Even lifelong servants whom Vaylen had trusted with his life betrayed him, citing years of previously unvoiced abuses and slights they had suffered under his family's patronage. Vaylen watched his world crumble and burn before fleeing for his life. He disguised himself and feared every footstep and shadow.

Eventually he found a band of wandering Varisians who let him sing for his dinner. The leader, impressed with Vaylen's voice, showed him a yellowed parchment scratched with musical notation, asking him if he could read it. Vaylen, who had studied music in his pampered youth, was able to read the notations easily. He taught the Varisians how to play the tune—and unlocked ancient and terrible powers.

The music, written by an ancient and long-dead composer, invoked a strange magic when played, sweeping up its audience in sensations of boundless euphoria and bliss. The tribe of wanderers, the leader explained, were descended from a cult devoted to the composer, comprising members of his troupe who called themselves the Twilight Symphony. After the composer's death, the sheets of music were lost, and when the cultists later recovered a portion of his ancient symphony, they were unable to read the notation—only the chosen could unlock the composition's harmonic powers.

Vaylen was ordained the Twilight Symphony's high priest and soon led his cultists toward Galt, gathering loyal followers along the way and filling the twilight forests with haunting melodies and roaring bonfires. Vaylen now searches for more information on the remaining undiscovered sheets of music, which will unlock the symphony's greatest destructive powers; when they are found, he will rise up and reveal himself to the world, reclaiming his lost lands.

Boon: Vaylen offers obscure secrets of Galt—particularly of regions near his family's old holdings—and a method of safe travel for those who do not wish to be found. He knows plenty of dirt about various Galtan families (including those living in exile in the River Kingdoms) and which of his many enemies are the most dangerous or pliable.



VAYLEN GOLDFIELD

VAYLEN GOLDFIELD

CR 3

XP 800

Male human bard 4/aristocrat 1

LE Medium humanoid (human)

Init +3; Senses Perception +8

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +3 Dex)

hp 27 (5d8+5)

Fort +2, Ref +7, Will +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk heavy crossbow +7 (1d10/19–20)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Spells Known (CL 4th; concentration +7)

2nd (2/day)—*alter self*, *invisibility*

1st (4/day)—*charm person* (DC 14), *cure light wounds*, *undetectable alignment* (DC 14), *ventriloquism*

0 (at will)—*daze* (DC 13), *detect magic*, *know direction*, *mage hand*, *message*, *read magic*

TACTICS

Before Combat Vaylen sends minions into combat first. He casts *invisibility* on himself, drinks his *potion of eagle's splendor*, and moves to a tactically and defensively superior position.

During Combat Vaylen casts *summon monster I* to conjure a fiendish viper and targets melee-focused opponents with *charm person*. He then tries to use *fascinate* and attacks with his crossbow.

Morale Vaylen fights to the death, knowing that his fanatical followers will stop at nothing to resurrect him.

STATISTICS

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

Base Atk +3; CMB +2; CMD 16

Feats Arcane Strike, Mounted Combat, Point-Blank Shot, Rapid Reload

Skills Bluff +9, Craft (calligraphy) +5, Diplomacy +9, Disguise +11, Intimidate +11, Knowledge (history) +8, Knowledge (local) +7, Knowledge (nobility) +9, Perception +8, Perform (sing) +11, Profession (herbalist) +4, Ride +7, Sense Motive +6, Sleight of Hand +7, Spellcraft +5, Use Magic Device +7

SQ bardic knowledge +2, versatile performance (sing), well-versed

Combat Gear *potion of cure moderate wounds*, *potion of eagle's splendor*, *scroll of animate rope*, *scroll of summon monster I*; **Other Gear** masterwork chain shirt, masterwork heavy crossbow with 20 bolts, masterwork dagger, *ring of protection* +1, light combat-trained horse with riding saddle, wooden mask, 360 gp



GEB

Halig Oaklage found love in the most unlikely place: the chattel pens of Geb. There his lover Salla worked alongside him in the plantation orchard, where human hands tended and harvested fruit too delicate for mindless skeletons to handle. Their romance was short and difficult to maintain, but genuine.

Halig and Salla labored in the orchard only until the next generation of humans grew old enough to take on the work. Then they were “retired,” Salla to a vampire’s keep and Halig to a sacrificial circle. As Halig suffered his final moments, his thoughts were of Salla and his frustration at his inglorious life.

Halig died in the ritual but rose the next night as a ghost. His undead life granted him citizenship and a measure of respect, but the century that followed was long and lonely. With Salla dead and buried, Halig descended into wanton cruelty and sadism, tormented by his bitter past and current existence. In the temple of Zon-Kuthon, he found relief from his torment by causing pain in others. He eventually gained enough power that he was granted a manor house and a small territory to rule.

Now he has long forgotten Salla and the small dreams he had as a human. The intense hunger he suffers as a ghost leaves him longing not for human flesh, but for power and domination. He maintains a tight and angry grip on his populace, unaware that his gluttonous desire for power and pain holds him prisoner as surely as the chattel-chains that once bound him as a mortal.

Boon: While Halig is cruel and sometimes capricious, he also revels in power and responds to flattery. He provides free food and lodging within his home to allied PCs for as long as they require, offering them an armed escort through his territory and possibly elsewhere in Geb. He can provide living or undead slaves at reasonable rates or even arrange to have a slain person raised from the dead (although bringing them back as undead is easier and more likely).



HALIG OAKLAGE

HALIG OAKLAGE CR 4

XP 1,200

Male ghost cleric of Zon-Kuthon 3 (*Pathfinder RPG Bestiary* 146)
NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

Aura stench (10 ft., DC 16, 1d6+4 minutes)

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +3 Dex, +4 natural)

hp 47 (5d8+25)

Fort +9, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee bite +6 (1d6+2 plus disease and paralysis), 2 claws +6 (1d4+2 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 16), channel negative energy 10/day (DC 16, 2d6), destructive smite +1 (8/day)

Domain Spell-Like Abilities (CL 3rd; concentration +8) 8/day—touch of evil (1 round)

Spells Prepared (CL 3rd; concentration +8)
2nd—*death knell* (DC 17), *shatter*^D (DC 17),
spiritual weapon

1st—*bane* (DC 16), *cause fear* (DC 16), *command* (2, DC 16), *protection from good*^D
0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

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

TACTICS

Before Combat In his home,

Halig has two guards (NE male ghoulish fighters 1) nearby at all times, and is quick to summon them if he is in danger. If there are chattel about, Halig also summons them to fight at his side—even if only to distract his opponents for a moment.

During Combat Halig uses his channel energy ability to heal himself and his undead allies or to injure living opponents. He targets his largest enemy’s weapon with *shatter*, then casts *spiritual weapon* before joining the fray. He tries to paralyze as many opponents as possible.

Morale Halig uses his *darkness* spell to flee if the combat turns against him.

STATISTICS

Str 14, **Dex** 17, **Con** —, **Int** 17, **Wis** 21, **Cha** 20

Base Atk +3; **CMB** +5; **CMD** 18

Feats Command Undead, Extra Channel, Weapon Finesse

Skills Acrobatics +1 (–3 jump), Climb +3, Diplomacy +11, Heal +11, Intimidate +11, Knowledge (nobility) +9, Knowledge (religion) +9, Perception +13, Sense Motive +11, Spellcraft +9, Stealth +6

Languages Common, Draconic, Osiriani

SQ aura

Combat Gear *potion of barkskin*, *potion of magic fang*; **Other**

Gear masterwork scale mail, *cloak of resistance* +1, 650 gp

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 16; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid of 4 Hit Dice or more rises as a ghast.



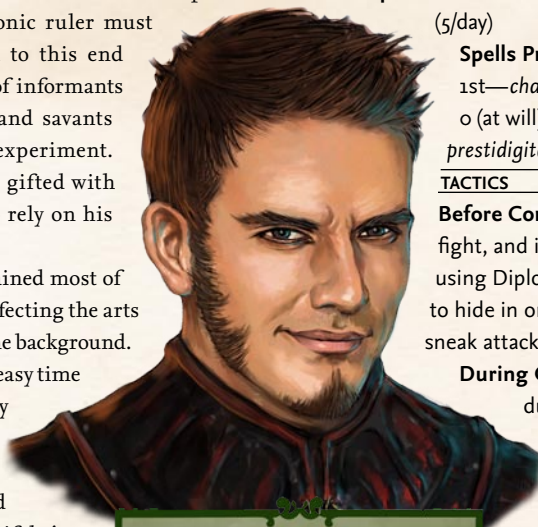
HERMEA

For more than 150 years, the gold dragon Mengkare has led the island nation of Hermea in the Glorious Endeavor, an attempt to perfect the human race via selective breeding in a closed utopian environment. In order to keep the population viable, the draconic ruler must constantly seek new blood, and to this end maintains a worldwide network of informants tasked with identifying heroes and savants worthy of inclusion in the grand experiment. Jherek Oivos is just such a scout, gifted with a silver tongue but preferring to rely on his keen eyes to evaluate candidates.

Born in Hermea, Jherek has trained most of his young life for his position, perfecting the arts of observation and blending into the background. Quick-witted and jovial, he has an easy time making friends and contacts in any nation, though his good-natured prejudice against the low-functioning individuals around him sometimes shows through if he's not careful. A wanderer for several years, he's shadowed numerous promising prospects but ultimately been let down each time. Soon it will be time for him to return to Hermea, and in his desperate desire to send a worthy candidate ahead of him, Jherek might decide the PCs are just the find he's been searching for.

Jherek is a handsome man in his late twenties, though his easy grin makes him appear somewhat boyish. Beneath nondescript clothing of the local style, his frame is slender but well muscled, and he moves with an easy grace.

Boon: Jherek can employ his network of contacts to give allied PCs a +2 bonus on Diplomacy checks made to gather information in major cities, as long as they're willing to wait a day to meet with his contact. He may also suddenly appear when the PCs are outnumbered in an urban fight (the better to "protect his investment"). Those who particularly impress him with their abilities might even gain an invitation to travel to Hermea and make their case to join the Glorious Endeavor.



JHEREK OIVOS

JHEREK OIVOS

CR 5

XP 1,600

Male human rogue 4/wizard 2

NG Medium humanoid (human)

Init +4; Senses Perception +13

DEFENSE

AC 16, touch 16, flat-footed 11 (+1 deflection, +4 Dex, +1 dodge)

hp 28 (6 HD; 4d8+2d6)

Fort +0, Ref +4, Will +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +10 (1d6/18–20)

Ranged mwk hand crossbow +9 (1d4/19–20)

Special Attacks sneak attack +2d6, hand of the apprentice (5/day)

Spells Prepared (CL 2nd; concentration +4)

1st—*charm person* (DC 13), *magic missile*

o (at will)—*detect magic, message,*

prestidigitation, read magic

TACTICS

Before Combat Jherek rejects the idea of a fair fight, and if he can't talk his way out of combat using Diplomacy or *charm person*, he attempts to hide in order to surprise his opponents with a sneak attack.

During Combat Though he enjoys a friendly duel as much as the next person,

Jherek takes his mission too seriously to risk himself needlessly and uses spring attack to stay out of reach, sneak attacking surprised or flanked foes. Against nongood foes,

his natural prejudice shows through, and he has no qualms about using lethal force against "inferior specimens."

Morale Jherek retreats if brought below 10 hit points, preferring to ambush his prey later.

STATISTICS

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

Base Atk +4; CMB +5; CMD 19

Feats Alertness, Dodge, Scribe Scroll, Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +10, Climb +5, Diplomacy +10, Disable Device +10, Disguise +10, Escape Artist +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (local) +7, Perception +13, Sense Motive +9, Stealth +13

Languages Common, Draconic, Elven

SQ arcane bond (cat named Shingles), native Hermean, rogue talents (fast stealth, finesse rogue), trapfinding +2

Combat Gear *potions of cure light wounds* (3); **Other Gear** masterwork hand crossbow with 20 bolts, masterwork rapier, daggers (2), *ring of protection* +1, backpack, blank invitations (3), masterwork thieves' tools, pen and ink (1 vial), silk rope (50 ft.), spellbook, 450 gp

SPECIAL ABILITIES

Native Hermean (Ex) Generations of selective breeding have given natives of the island of Hermea numerous beneficial traits, making them shining examples of their races. A native Hermean PC uses the purchase method to determine ability scores and the high fantasy point allotment (see *Pathfinder RPG Core Rulebook* 15).



IRRISEN

As a granddaughter of Baba Yaga, Galenna Icethorne commands discipline and respect everywhere she goes, despite her youthful appearance. Those familiar with Galenna's history know her fair looks belie her true age; stories of her activities in Irrisen go back at least 30 years, yet Galenna looks barely out of adolescence.

Galenna is one of Queen Elvanna's youngest daughters. Her sisters took positions as the administrative heads of various Irrisen territories; Galenna assists them by traveling among these regions, inspecting villages and towns for disobedience and signs of trouble. She is even known to travel outside Irrisen in search of lost artifacts or important bits of information. She brings her reports to her sisters' attention and then moves to the next area. Galenna is not the only granddaughter of Baba Yaga to take on such a role, but while most of her sisters aspire to positions of greater power, Galenna enjoys her job and has honed her abilities to an icy precision. She is incorruptible, ruthlessly logical, and fanatically devoted.

Galenna dresses in simple but well-made robes of black, dark blue, or dark green, and travels on the back of a powerful gray charger. A tiara seemingly carved from ice marks her station.

Boon: Characters who prove their intent to obey Irrisen's laws and leave its autonomy unchallenged may find favor with Galenna. She knows every power player in Irrisen and is uniquely familiar with the country's geography. She can put PCs on the proper road to their destination and inform them of the right people to speak to when they arrive. She is willing to escort visitors through her homeland (though she refuses to be treated like a guard or message-bearer), write letters of introduction to city leaders, smooth over trouble with local authorities, or point PCs toward adventure opportunities that would please her kin. For someone she especially favors, she may expend all of her daily uses of her touch of destiny ability at once, giving that person a +3 insight bonus on saving throws for 24 hours.

GALENN A ICETHORNE

CR 5

XP 1,600

Female human sorcerer 6

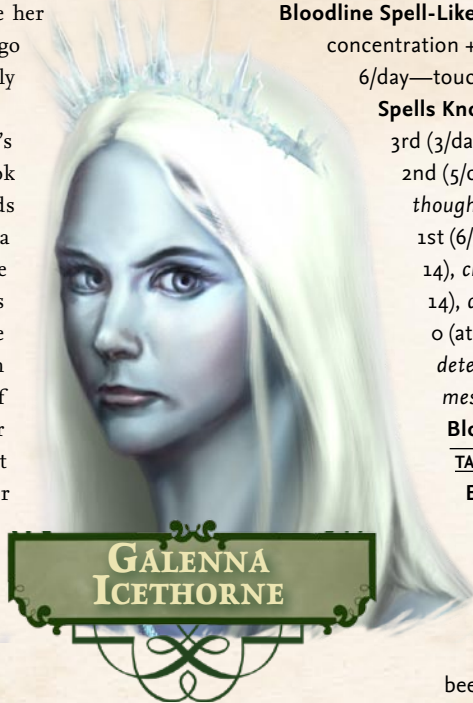
NE Medium humanoid (human)

Init -1; Senses Perception +7

DEFENSE

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

hp 29 (6d6+6)



Fort +3, Ref +1, Will +7

Defensive Abilities fated +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4/19-20)

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

6/day—touch of destiny (+3)

Spells Known (CL 6th; concentration +9)

3rd (3/day)—*sleet storm*

2nd (5/day)—*blur*, *invisibility*, *detect thoughts* (DC 15)

1st (6/day)—*alarm*, *charm person* (DC 14), *chill touch* (DC 14), *color spray* (DC 14), *comprehend languages*

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *flare* (DC 13), *light*, *message*, *ray of frost*

Bloodline destined

TACTICS

Before Combat If Galenna is near a civilized area, she presses others into service to assist her in an upcoming battle. No town can deny her access to whatever guard they have, and she has been known to demand that even

farmers fight for her. Galenna casts *invisibility* and enters combat with *chill touch* when she deems the moment right.

During Combat Galenna recognizes fellow spellcasters and attempts to disable them first with her offensive spells and her *wand of magic missile*. She then casts *sleet storm* to catch the largest number of enemies in its area, even if this means damaging her allies.

Morale Galenna is unafraid of death, knowing that her sisters will eventually recover her body and restore her to life, but she prefers to avoid being killed if it is within her power to do so. If things go poorly in a battle, she uses her *potion of gaseous form* to escape.

STATISTICS

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

Base Atk +3; CMB +3; CMD 14

Feats Alertness, Combat Casting, Endurance, Eschew Materials, Silent Spell

Skills Diplomacy +9, Knowledge (geography) +6, Knowledge (history) +8, Knowledge (local) +6, Linguistics +3, Perception +7, Sense Motive +10, Spellcraft +11, Survival +5

Languages Common, Giant, Hallit, Skald

SQ bloodline arcana

Combat Gear *potion of cure moderate wounds*, *potion of gaseous form*, *scroll of dispel magic*, *scroll of obscuring mist*, *scroll of tiny hut*, *wand of magic missile* (CL 3rd, 30 charges); **Other Gear** *bracers of armor* +1, *masterwork dagger*, 173 gp





KATAPESH

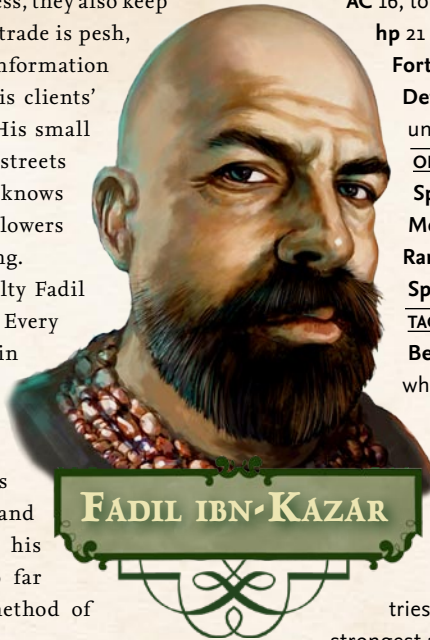
Those acquainted with Fadil ibn-Kazar know him as the leader of a ragtag group of four—a beggar, a pesh addict, a pickpocket, and a thug—who specialize in keeping far away from the law while delivering pesh to Fadil's buyers. As these followers go about their business, they also keep their ears and eyes open. Fadil's main trade is pesh, but he also does a modest business in information and has a reputation for protecting his clients' privacy and maintaining discretion. His small operation garners some respect on the streets of Katapesh, and the criminal element knows that the steadfast loyalty of Fadil's followers make it impossible to infiltrate his gang.

There is a good reason for the loyalty Fadil generates: in truth, he has no followers. Every member of his gang is Fadil himself in disguise; he uses greasepaints and old clothes, a natural talent at quick-change, and his wide familiarity with language to enact each of his personalities. Fadil has created and discarded personalities other than his current four in the past; no one so far seems to have noticed his unique method of running his business.

Everyone knows Fadil won't hire women. He affects prejudice against females trying to run a business, but in reality he professes this attitude because he doubts his ability to authentically impersonate a woman. If he acquired a magical disguise (such as a hat of disguise), it would allow him to pretend to be almost anyone and "expand" his gang to include many more people—men, women, even other races such as dwarves, elves, and gnolls.

Fadil hopes that by using alternate identities to peddle his pesh and gather information, he creates the illusion of a larger and more powerful organization but eliminates the risk of followers turning on him or selling him out. In his true form, Fadil is a slender, olive-skinned man who favors bright caftans. He keeps his head shaved and has a weakness for turquoise jewelry. His current alter egos are Hassfa, a brutish, bearded thug who grunts his replies; Khalid, a jittery pesh addict; Moukish, a talkative beggar; and Seef, a wiry pickpocket.

Boon: Fadil can provide pesh, even in places where it is illegal, to those he trusts (though he still charges full price). He knows the ins and outs of the law in many countries and may be on hand to bail out—or break out—imprisoned characters, especially if they have information or abilities he may find useful. He can also introduce a PC to a practitioner of pesh magic (see *Pathfinder Chronicles: Dark Markets, A Guide to Katapesh*).



FADIL IBN-KAZAR

FADIL IBN-KAZAR

CR 3

XP 800

Male human rogue 4
N Medium humanoid (human)
Init +7; **Senses** Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 21 (4d8)

Fort +1, **Ref** +7, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4-1/19-20)

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

Special Attacks sneak attack +2d6

TACTICS

Before Combat Fadil prefers to avoid combat whenever possible. If he cannot escape in disguise, he attempts to use his slow reactions ability and flee. He tries diplomacy first if he has even a few seconds to try to talk his opponents out of killing him.

During Combat If forced to fight, Fadil tries to feint the opponent who looks physically strongest and then disable him with a sneak attack.

Fadil knows he cannot take many direct hits, so he fights defensively whenever attacking.

Morale Fadil runs at the first opportunity unless it means abandoning his product. He tries his best to negotiate if his pesh is on the line, fleeing only if it becomes apparent that to stay would mean death. He is willing to offer some of his product, information, or services in exchange for his hide.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 15

Feats Deceitful, Improved Initiative, Persuasive, Weapon Finesse

Skills Acrobatics +10, Appraise +10, Bluff +10, Diplomacy +10, Disable Device +10, Disguise +10, Intimidate +7, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +10, Linguistics +10, Perception +8, Sense Motive +8, Sleight of Hand +10, Stealth +9

Languages Common, Elven, Gnome, Halfling, Kelish, Osiriani, Varisian

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potion of cure light wounds*; **Other Gear** +1 leather armor, masterwork light crossbow with 20 bolts, masterwork dagger, pieces of various disguises, 560 gp (mostly in the form of pesh, if it is legal to carry)



KYONIN

Born and raised in Kyonin, Vendlara was a competent but undistinguished border archer for decades before her assignment to demon hunting in Treerazer's domain. There, a good first impression and some lucky shots put her in good standing in the close-knit community of rangers. Because she is lively, friendly, authoritative, and attractive, her superiors thought highly of her, and promoted her quickly. Regrettably, few of these aspects make for an excellent demon hunter.

Vendlara's confidence, book knowledge, and fierce reputation as a ranger have led fellow elves to regard her as a demon-killing crack shot. Despite her reputation, she has yet to score a significant abyssal kill, allowing others to presume that the ease with which she dispatches lemures and other minor irritants extends to greater terrors as well. Vendlara never meant to lie about her demon-hunting prowess, but her own legend grew quickly and she enjoyed the adulation, so she went along with it—and now she's getting in over her head.

As she rises in rank, her poor judgment is beginning to show—she doesn't even have the requisite Wisdom to cast ranger spells—and Vendlara's inadequacies are catching up with her. The mid-level demons she's facing are beginning to outpace her, and she desperately hopes no one will find out. Recently, there has been talk of sending her to the Worldwound to inspect Mendevian demon-hunting tactics. She doesn't want to go, as she fears the Mendevian crusaders will not be as easily charmed by her wiles. But she might not be able to get out of it.

Vendlara is athletic, playful, outgoing, and quite likeable. She dresses for the rigors of hunting but accentuates her lithe, firm figure where possible. She tries to be the center of attention in any gathering of elves, makes contests out of any encounter, and enjoys notable entrances and exits. She carves her own sigil into all of her arrowheads, both to build her reputation as a demon hunter and to mark her kills.

Boon: Vendlara vouches for her friends traveling through Kyonin, though she is more likely to arrange for them to exit the country as soon as possible than to escort them within her homeland. Her presence or one of her unused arrowheads—a token of her favor—grants a +2 circumstance bonus on Diplomacy checks with elves in or from southern Kyonin. Those known to associate with Vendlara may receive healing and assistance from elven demon hunters around Treerazer's domain simply because of her reputation.

VENDLARA ALDERANE

CR 3

XP 800

Female elf ranger 4

CG Medium humanoid (elf)



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

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)

hp 26 (4d10+4)

Fort +4, **Ref** +7, **Will** +1; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

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

Special Attacks favored enemy (chaotic outsiders +2)

TACTICS

Before Combat Vendlara likes to ambush enemies.

During Combat Vendlara prefers to fight from a distance, and from a secure tree branch if possible. She uses her tanglefoot bags against winged or fast opponents to slow them down and prevent pursuit or escape. If her allies are not practiced demon hunters, she uses her hunter's bond ability.

Morale Vendlara flees if her arrows seem ineffectual, using tanglefoot bags to help her escape.

STATISTICS

Str 14, **Dex** 17, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14

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

Feats Dodge, Endurance, Persuasive, Point-Blank Shot

Skills Acrobatics +6, Bluff +5, Climb +6, Diplomacy +4, Intimidate +8, Knowledge (nature) +6, Perception +8, Stealth +8, Survival +6, Swim +8

Languages Common, Elven

SQ elven magic, favored terrain (forest +2), hunter's bond (companions), track +2, weapon familiarity, wild empathy +6

Combat Gear tanglefoot bags (4); **Other Gear** +1 chain shirt, masterwork longsword, masterwork composite longbow (+2 Str) with 20 arrows, 215 gp



LASTWALL

The second son of a minor Chelish noble house, Modoru was a committed diabolist during his childhood and adolescence. His parents envisioned a long, prosperous career for him in the church of Asmodeus. Tragedy struck, however, when an itinerant paladin wandered through Westcrown and showed Modoru a different way. Now Modoru is the embarrassing white sheep of the Redgrave family.

Modoru assumed he would spend his life following in the footsteps of his mentor—a wandering paladin, committed to charity and protection of the weak, righting wrongs across Golarion. Instead, he ended up in Lastwall, and found the goodness, companionship, and purpose there too compelling to leave. Even as a boy, he showed an affinity for horses, and he has become an outstanding member of the Lastwall heavy cavalry, rising to the rank of lieutenant and serving faithfully for almost 10 years against the Belkzen hordes.

Although not the best fighter in his unit, Modoru excels at understanding his troops. A good listener and direct problem-solver, he puts the well-being of his soldiers above his own. His loyalty is unshakeable, and abandoning one of his own in the field is anathema to him.

Modoru isn't consciously haunted by his past. He atoned long ago and made amends for his evil to the best of his ability. But someone with a grudge (including his own family) could still make things difficult for him. Furthermore, Modoru has seasons of melancholy, making him moody and harsh with his subordinates. Although quick to apologize, Modoru's past is not as far behind him as he would like it to be.

Modoru is still obviously Chelish nobility, with a stature so proud it can be mistaken for haughtiness and a crisp diction that carries a distinct Chelish accent. His face has the regal bearing and a hint of insouciance, and the negative connotations of his innate demeanor continually catch him off guard. Modoru is good and pure, but newcomers can be forgiven for thinking otherwise when they see him shout at his cavalry riders.

Boon: Modoru's help primarily involves goodwill among the paladins at Castle Firrine in Lastwall, though he is also known in a few paladin-friendly circles in Andoran, Chelias, Isger, Molthune, and Nirmathas. He can arrange for shelter, the stabling of horses, or the sale of demon-hunting items such as *evil outsider bane* arrows and bolts, even if the PCs aren't associated with Lastwall. His friends get a +2 on Diplomacy checks when dealing with friends and allies of Modoru.



MODORU REDGRAVE

MODORU REDGRAVE

CR 3

XP 800

Male human paladin 4/aristocrat 1

LG Medium humanoid (human)

Init +0; Senses Perception +6

Aura courage (10 ft.)

DEFENSE

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

hp 40 (5 HD; 4d10+1d8+14)

Fort +7, Ref +2, Will +8

Defensive Abilities divine grace +1; Immune fear

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19–20)

Ranged mwk composite longbow +5 (1d8+2/x3)

Special Attacks channel positive energy (DC 13, 2d6), smite evil 2/day (+1 attack and AC, +4 damage)

Spell-Like Abilities (CL 4th; concentration +5)

At will—*detect evil*

Spells Prepared (CL 1st; concentration +2)

1st—*lesser restoration*

TACTICS

Before Combat Modoru does not use his shield in mounted combat but does keep it on his horse in case he needs to enter single combat.

During Combat Modoru attempts to use his warhorse, Ironring, as his primary weapon in combat.

He leads with an overrun attack to soften opponents before wheeling around to finish them off. He is willing to dismount but attempts to fight from horseback for as long as is feasible.

Morale Modoru knows the value of a tactical retreat, but he never leaves combat due to personal injury, only for the good of those around him.

Base Statistics When using his shield, Modoru's statistics are:

Melee mwk longsword +8 (1d8+3/19–20); AC 21, touch 20, flat-footed 21 (+9 armor, +2 shield); Skills Ride +4

STATISTICS

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

Base Atk +4; CMB +7; CMD 17

Feats Animal Affinity, Extra Lay on Hands, Mounted Combat, Trample

Skills Diplomacy +6, Handle Animal +9, Heal +8, Perception +6, Ride +5, Sense Motive +5

Languages Common

SQ aura of good, lay on hands (2d6, 5/day), mercy (shaken)

Combat Gear holy water (4); Other Gear masterwork full plate, masterwork heavy steel shield, masterwork composite longbow (+2 Str) with 20 arrows, masterwork longsword, healer's kit, combat trained heavy horse (Ironring), sunrods (2), 263 gp



LINNORM KINGS, LANDS OF THE

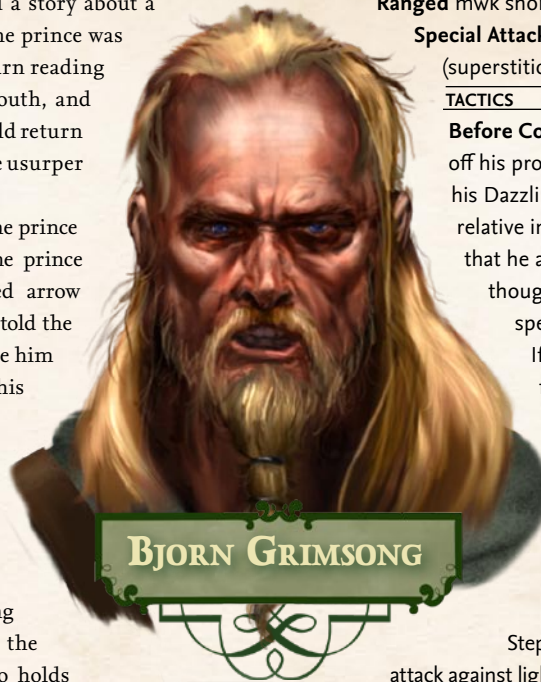


The mercenary now known as Bjorn Grimson once held another name, but that name is dead. Not so long ago, he met a traveling prince who called himself Bjorn Grimson, who told a story about a cursed land and a deposed king. The prince was smuggled out of his kingdom to learn reading and strategy in the lands to the south, and when he was strong enough, he would return to avenge his people and murder the usurper who sat on his throne.

The mercenary agreed to follow the prince and help him find his fate. But the prince never made it that far; a poisoned arrow found his heart. As he lay dying, he told the mercenary that none would recognize him as Bjorn—he had been gone from his lands for nearly a generation. Any man could be Bjorn Grimson. Before his spirit left the world, the exiled prince gave the mercenary three things: his royal signet ring, his axe, and his name.

Now, the one called Bjorn Grimson travels the northlands, looking for the means to murder the sorcerer who holds his throne by dark magic, not the traditional martial prowess of the Linnorm Kings. Once he defeats the magician, Bjorn will carry his head to the gates of the city, put it on a spike, and restore Grimson's rightful place as king of his native lands. The man who carries the prince's name knows he is not the prince—he borrows the name, but does not own it—and knows that when he dies, he will carry that name with him to Valenhall and return it to the spirit of the dead prince along with the glory, honor, and respect it deserves.

Boon: Those who assist Bjorn on his quest may feast with him in his great castle once the usurper's head sits on a pole outside the city gates. He knows a great deal about dragons (including linnorms) and the history of the Lands of the Linnorm Kings, and he is more than happy to share this information with allies (+4 bonus on Knowledge checks regarding these topics).



BJORN GRIMSON

BJORN GRIMSON

CR 7

XP 3,200

Male human barbarian 2/fighter 6

N Medium humanoid (human)

Init +1; Senses Perception +9

DEFENSE

AC 20, touch 10, flat-footed 19 (+7 armor, +1 deflection, +1 Dex, -2 rage, +3 shield)

hp 102 (2d12+6d10+56)

Fort +14, Ref +3, Will +6; +2 vs. fear

Defensive Abilities bravery +2, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 battleaxe +15/+10 (1d8+8/x3)

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

Special Attacks rage (10 rounds/day), rage power (superstition +2), weapon training (axes +1)

TACTICS

Before Combat If Bjorn has a chance to show off his prowess before the fight starts, he uses his Dazzling Display feat to cow enemies. His relative inexperience with battle magic means that he avoids reliance on spellcasters, though he is willing to accept beneficial spells if the opportunity presents itself. If he expects to be outnumbered or fighting a powerful opponent, he drinks his *potion of bull's strength* in preparation for battle.

During Combat Wielding the prince's axe, Bjorn relies on his rage and Power Attack feat to maximize damage. He likes to

sunder enemy weapons, and uses his Step Up and Disruptive feats to press the attack against lightly armored enemies and spellcasters.

Morale Bjorn believes that he has a destiny to fulfill. As such, he does not waste his time with fights that do not serve his cause, nor with battles he cannot win. If Bjorn is reduced to 20 or fewer hit points, he retreats. He also retreats from an obviously superior foe. If he is convinced that he is working toward the destruction of the sorcerer, he is implacable and will seek any advantage.

Base Statistics When not raging, Bjorn's stats are: AC 22, touch 12, flat-footed 21; hp 86; Fort +12, Will +4; Melee +1 battleaxe +13/+8 (1d8+6/x3); Str 14, Con 18; CMB +10; Skills Climb +8, Swim +6

STATISTICS

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

Base Atk +8; CMB +12 (+14 sunder); CMD 21 (23 vs. sunder)

Feats Dazzling Display, Disruptive, Improved Sunder, Iron Will, Power Attack, Step Up, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +10, Heal +2, Knowledge (geography) +1, Knowledge (nature) +3, Perception +9, Survival +8, Swim +8

Languages Common

SQ armor training 1, fast movement

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; Other Gear +1 breastplate, +1 heavy wooden shield, +1 battleaxe, masterwork short bow with 20 arrows, ring of protection +1, 363 gp



MAMMOTH LORDS, REALM OF THE

Thaim is a boy of about 15. He has a pet woolly mammoth, and he's a long, long way from home.

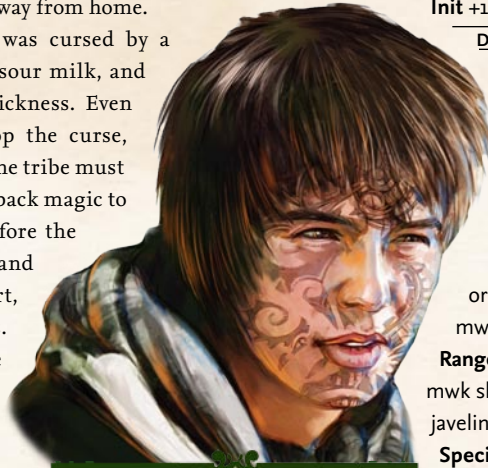
Several moons ago, Thaim's tribe was cursed by a witch. The crops died, the cattle gave sour milk, and the people grew ill with a wasting sickness. Even the shaman could do nothing to stop the curse, announcing that one of the boys from the tribe must go south into the wild lands and bring back magic to break the curse. All the boys stood before the shaman, who looked them in the eye and chose Thaim—innocent, pure of heart, and skilled at hunting beyond his years.

Thaim does not speak Common. He has no understanding of currency or merchants, only that the world is a dangerous place and a tribe has to work together to survive. The tribe has tools it shares; when one man needs a tool, he uses it and then returns it so another may use it. Take only what you need—that is the way of the tribe. When tribe members are hungry, they hunt. When they need clothes, they make clothes. When the tribe has needs, the men and the women do what they can so the tribe does not suffer. This is the only life Thaim has ever known.

Now he has come alone into the "savage lands" to find magic to help his tribe. He doesn't speak a single word of the strangers' languages and has no money—only a small bag filled with tokens of tribal magic that the shaman gave him to protect him from evil, and his woolly mammoth, for whom only he knows the true name. He speaks to the mammoth in a strange tongue and the mammoth appears to understand.

Thaim needs magic to save his tribe, and he knows he is the only one who can find it. So he wanders, penniless and ignorant, hoping to find the thing or person that will offer him a miracle.

Boon: Thaim only sticks with PCs if he believes they can somehow help him end the curse; language and cultural barriers mean he doesn't understand much but also doesn't seem hostile. If the PCs help him with his quest, they gain his loyalty and the loyalty of his tribe. While they have little to offer in the way of goods (aside from a young mammoth to raise and train as a mount, which the tribe can provide), their shaman knows a bit about ice magic, unusual material components, and mysterious places in the Realm of the Mammoth Lords. If Thaim dies, his mammoth may choose to remain with an allied PC, not obeying commands but somehow understanding the character's intent; if the PC is a druid or ranger, he or she may eventually choose the mammoth as an animal companion.



THAIM

THAIM

CR 2

XP 600

Male human ranger 3

N Medium humanoid (human)

Init +1; Senses Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 25 (3d10+9)

Fort +6, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee mwk longspear +6 (1d8+3/x3)

or

mwk shortspear +6 (1d6+2)

Ranged mwk shortspear +5 (1d6+2) or

mwk sling +5 (1d4+2) or

javelin +4 (1d6+2)

Special Attacks favored enemy (animals +2)

TACTICS

Before Combat Thaim thinks like a hunter and tries to arrange the conditions of the battle as if he were hunting an animal, mainly by relying on surprise.

During Combat Thaim prefers to fight while riding his mammoth. If he must fight on the ground, he uses his longspear, or shortspear and shield if his enemy is particularly dangerous (AC 17, touch 11, flat-footed 16 [+4 armor, +1 Dex, +2 shield]).

Morale Although Thaim is not terribly bright, he understands that his mission to save his tribe will fail if he dies. If brought to 10 hit points or fewer, he flees, directing his mammoth to clear a path if possible.

STATISTICS

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

Base Atk +3; CMB +5; CMD 16

Feats Animal Affinity, Endurance, Far Shot, Mounted Combat, Point-Blank Shot, Trample

Skills Climb +4, Handle Animal +9, Heal +4, Knowledge (nature) +5, Perception +6, Perform (Dance) +2, Ride +7, Stealth +5, Survival +6

Languages Hallit

SQ favored terrain (plains +2), track +1, wild empathy +4

Combat Gear *potion of cure light wounds* (3); Other Gear masterwork hide armor, masterwork heavy wooden shield, javelins (3), masterwork longspear, masterwork shortspear, masterwork sling with 20 stones, medicine bag, pet mammoth (see below)

THAIM'S MAMMOTH

CR 9

XP 6,400

Tame mastodon elephant (*Pathfinder RPG Bestiary* 128)

hp 133



MEDIOGALTI

Illian was trained to be an entertainer, playing pretty songs for pretty people, making them feel like heroes as she followed them in their travels. Of course, these “heroes” were nothing more than cold-blooded mercenaries, drowning their guilt in tavern ale and gold. But on one of these expeditions, her knife found the heart of an enemy, and his warm blood spilled over her fingers. As she watched life leave his eyes, music filled her mind, music she had never heard before.

For a short while, she tried to ignore her muse, but the siren song was too powerful and beautiful to resist. Her muse demanded sacrifice, so she gave it sacrifice—the lives of those with whom she traveled. One by one, she shed their blood for the Blood Mistress. Illian gives her mistress lives, and the Blood Mistress gives Illian the music, and a litany to accompany it.

“Listen now,” she tells them. “Listen at my feet, your blood spilling on the floor, as I play for you, my beloved one. You and I are closer now than any have ever been. In this pure moment, our lives are linked. In this moment, I play for you. Your song. A song written only for you. I play for you, and only you.”

Illian joined the Red Mantis Assassins after her bloody epiphany. The elf uses her charms (both magic and mundane) to get close to targets ordinary assassins cannot approach. And when she is done with them, when the blood pools on the floor, she grips her violin with wet fingers and plays music no man or woman has ever heard before. As her victims’ lives spill out and fade, the last sound they hear is her music.

Boon: Those who are close to Illian may call upon her for aid, whether in sound or steel. A bard who trains with her for a week may add +1 to the DC of his fascinate ability, dirge of doom, frightening tune, and deadly performance DCs (1 month training each, in that order).



ILLIAN GLANADRIAN

ILLIAN GLANADRIAN **CR 7**

XP 3,200

Female elf bard 5/assassin 3

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

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

hp 27 (8d8–8)

Fort +2, **Ref** +10, **Will** +8; +1 vs. poison; +2 vs. enchantments; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee violin bow (improvised) +7 (1d3–1) or

+1 dagger +8 (1d4/19–20 plus poison)

Ranged dagger +7 (1d4–1/19–20 plus poison)

Special Attacks bardic performance 15 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire

courage +2), death attack (DC 15), sneak attack +2d6

Spells Known (CL 5th; concentration +8)

2nd (3/day)—*eagle’s splendor*, *hold person* (DC 15), *silence* (DC 15)

1st (5/day)—*disguise self*, *expeditious retreat*, *sleep* (DC 15), *undetectable alignment*

o (at will)—*detect magic*, *lullaby* (DC 14), *mage hand*, *open/close*, *prestidigitation*, *read magic*

TACTICS

Before Combat Illian avoids actual combat if at all possible, fleeing confrontations that do not happen on her terms. When she is about to commit murder, she casts *eagle’s splendor*, poisons her daggers, uses *fascinate*, and finishes with a death attack.

During Combat Illian uses *hold person*, *sleep*, or her Catch Off-Guard feat to make sneak attacks. She uses *silence* to prevent her foes from calling for aid, and Bluff and Diplomacy skills if guards respond to the noise.

Morale If Illian is outnumbered or a victim does not succumb to her bardic abilities, she flees immediately.

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 16

Feats Catch Off-Guard, Quick Draw, Run, Weapon Finesse

Skills Disguise +11, Intimidate +11, Knowledge (local) +12, Perception +15, Perform (act) +14, Perform (string instruments) +14, Sense Motive +13, Sleight of Hand +14, Stealth +14

Languages Celestial, Common, Elven, Sylvan

SQ bardic knowledge +2, elven magic, lore master 1/day, poison use, versatile performance (string instruments), weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potions of invisibility* (2); **Other Gear** +1 mithral chain shirt, +1 dagger, daggers (2), *cloak of resistance* +1, jewelry worth 300 gp, large scorpion venom (5), masterwork violin, 350 gp



MWANGI EXPANSE

When an assassin strikes or a thief makes off with valuable intelligence, no one ever suspects Ntanga the performing ape. After all, who would think to investigate a mere circus animal? Ntanga, a spy and killer for Usaro, the city of intelligent apes, uses the prejudices of the outside world to work beneath the gaze of an adoring crowd. Mysteriously awakened long ago by druids in service to Angazhan, he is a cunning strategist and never has much difficulty getting his “trainer,” Kingstone Farwalker, to engineer an invitation to perform at whatever palace or villa he needs to infiltrate. From there, it usually only takes a few moments to clamber up a wall and pick a lock to reach his target, whether it’s a safe filled with critical information or someone who must die at his bone-crushing hands.

A *geas* not only ensures Farwalker’s loyalty to Ntanga but also gives the angry ape a hapless target against which to exercise his rage at the daily indignities he suffers. It takes all of Ntanga’s self-control to avoid throttling his “master” with the metal chain around his neck. An amateur scholar who longs to travel, Ntanga loves books and conversation, two passions he must take great care in indulging. The urge to steal an interesting tome or the impulse to talk to a victim before striking the killing blow could one day prove his undoing. Ntanga greatly desires to obtain a *robe of blending* or a similar item that would let him walk about as a human or elf; this would allow him to pursue his academic interests without compromising his mission. His greatest fear is that the power that awakened his intelligence will fade, leaving him a dumb ape. He hopes that someday he can “retire” in Usaro with a library of books and a harem of female apes to keep him company—a reward for loyal service to his god-king.

Boon: Those who penetrate Ntanga’s deception and earn his trust may ask him for the “wound of Angazhan.” Ntanga carves his ally’s flesh with his claws, then rubs a tarry ointment into the wound, leaving a deep maroon scar when it heals. Anyone familiar with the Mwangi Expanse recognizes the wound as a sign of favor from the silverback Ruthazek, god-king of Usaro. The ally gains a +2 bonus on Diplomacy and Intimidate checks when dealing with those who support Usaro or the cult that rules it. The ally has a –2 penalty on these checks when dealing with someone who hates or fears Usaro. Displaying the mark to hostiles from Usaro usually causes them to pause to assess whether or not they should attack the bearer of the mark; normal procedure is to escort the mark-bearer to the city for questioning—a safer outcome than being killed and eaten.



NTANGA

NTANGA

CR 3

XP 800

Male sentient ape rogue 4

CE Medium magical beast

Init +3; **Senses** low-light vision, scent; Perception +12

DEFENSE

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

hp 45 (7d8+14)

Fort +8, **Ref** +10, **Will** +3

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +8 (1d4+2)

Special Attacks sneak attack +2d6

TACTICS

Before Combat Ntanga pretends to be a simple animal so potential enemies do not consider him a significant threat.

During Combat If Kingstone is present, Ntanga pretends to wait until his “master” orders him to fight. He makes use of his climbing and Mobility to find an advantageous position in a battle, using his *necklace of fireballs* if facing many foes or if he needs to end combat quickly to maintain his cover.

Morale If Ntanga is brought to 10 hit points or fewer, his behavior depends on what his opponents know. If they believe him to be just an animal, he flees or prostrates himself before them. If they know he is intelligent, he flees or tries to bargain for his life.

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 21

Feats Dodge, Great Fortitude, Mobility, Skill Focus (Perception), Weapon Focus (slam)

Skills Acrobatics +7, Bluff +9, Climb +16, Disable Device +12, Disguise +3, Escape Artist +12, Knowledge (history) +2, Knowledge (nobility) +2, Knowledge (religion) +2, Linguistics +6, Perception +12, Perform (dance) +3, Sense Motive +9, Sleight of Hand +9, Stealth +11, Swim +6

Languages Abyssal, Common, Elven, Osiriani, Polyglot

SQ rogue talent (combat trick, ledge walker), trapfinding +2

Combat Gear *necklace of fireballs* (type I; two 3d6 beads remaining); **Other Gear** +1 *studded leather*, chain collar and leash, masterwork thieves’ tools, 475 gp

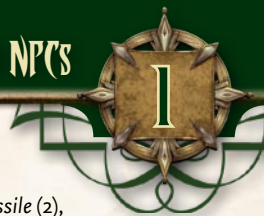
KINGSTONE FARWALKER

CR 2

XP 600

Same as Mwangi Expanse Walkena Cultist (see page 45)

hp 26



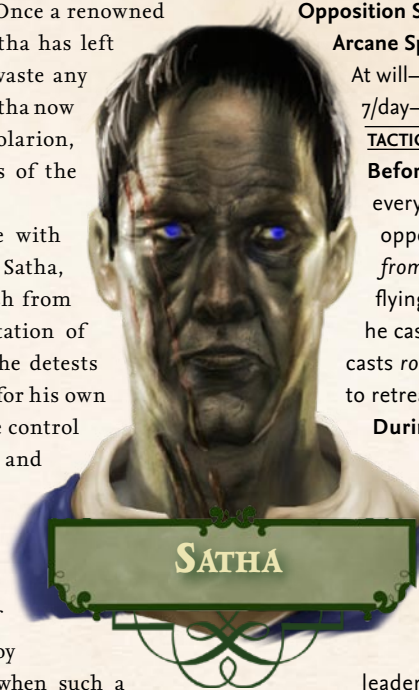
NEX

Having already tasted death once at the cold, pale hands of vampire assassins from Geb, the wizard Satha fears little in the mortal world. Once a renowned battle mage, the newly resurrected Satha has left his homeland of Nex, vowing to not waste any more time in a pointless eternal war. Satha now travels far and wide across the face of Golarion, seeking strange lore and the wonders of the natural world.

Because of his nation's long battle with Geb, undeath holds no appeal for Satha, and he would rather burn out his flesh from the inside than give in to the temptation of becoming an immortal lich. Though he detests undead, Satha is not above using them for his own ends. He finds it very satisfying to take control of undead, use them for his purposes, and then destroy them.

Satha's hatred of intelligent undead—particularly vampires—is the only thing that can drive him to distraction. More than once has he forgone his mission of exploration to instead pursue and destroy a powerful ghost, wight, or vampire when such a creature comes to his attention.

Boon: Satha is willing to travel with friends if they are exploring places he has never visited or pursuing powerful undead creatures. He sells scrolls and potions of his own spells to his allies at only a 10% markup from the cost to create them.



SATHA	CR 8
XP 4,800	
Male human evoker 9	
CN Medium humanoid (human)	
Init +5; Senses Perception +9	
DEFENSE	
AC 14, touch 12, flat-footed 13 (+1 armor, +1 deflection, +1 Dex, +1 natural)	
hp 58 (9d6+27)	
Fort +6, Ref +5, Will +7	
OFFENSE	
Speed 30 ft.	
Melee dagger +3 (1d4–1/19–20)	
Special Attacks intense spells	
Spells Prepared (CL 9th; concentration +13)	
5th— <i>cone of cold</i> (DC 21), <i>elemental body II</i>	
4th— <i>fire shield</i> , <i>shout</i> (DC 20), <i>wall of fire</i> (DC 20)	
3rd— <i>fireball</i> (DC 19), <i>fly</i> , <i>halt undead</i> (DC 17), <i>lightning bolt</i> (DC 19), <i>vampiric touch</i>	
2nd— <i>bear's endurance</i> , <i>command undead</i> (DC 16), <i>darkvision</i> , <i>false life</i> , <i>flaming sphere</i> (DC 18), <i>rope trick</i>	

- 1st—*burning hands* (2, DC 17), *floating disk*, *magic missile* (2), *shield*
- 0 (at will)—*detect magic*, *disrupt undead*, *light*, *mage hand*, *read magic*

Opposition Schools Enchantment, Illusion

Arcane Spell-Like Abilities (CL 9th, concentration +13)

At will—*elemental wall* (12 rounds/day)

7/day—*force missile*

TACTICS

Before Combat Satha casts *false life* on himself every day. Given warning about the nature of his opponents, Satha drinks *potions of protection from energy* and *resist energy*. If he expects flying enemies or needs to maneuver quickly, he casts *fly*. If he anticipates the need to flee, he casts *rope trick* in a hidden place to give him a place to retreat to.

During Combat Satha tries to deal as much damage as possible at the start of combat in order to kill as many weak opponents as he can. Depending on the nature of his opponents, he may cast *fire shield* or *shield*, or use a defensive scroll. If battling undead, he either tries to kill them with brute force or disables the

leader with *command undead* or *halt undead* to give himself time to destroy enemy minions. He likes to use his elemental wall ability to divide the battlefield to his advantage.

Morale Satha has died once and doesn't want to experience that again; if brought to 20 hit points or fewer, he flees, using elemental wall, *expeditious retreat*, *fly*, *invisibility*, or *rope trick* as needed.

STATISTICS
Str 8, Dex 13, Con 14, Int 19, Wis 10, Cha 12
Base Atk +4; CMB +3; CMD 15
Feats Arcane Strike, Brew Potion, Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Scribe Scroll, Spell Focus (evocation), Toughness
Skills Appraise +12, Craft (alchemy) +14, Fly +11, Intimidate +2, Knowledge (arcana) +16, Knowledge (geography) +9, Knowledge (religion) +11, Linguistics +8, Perception +9, Profession (scribe) +4, Ride +2, Sense Motive +7, Spellcraft +16, Use Magic Device +10
Languages Common, Draconic, Gnome, Kelish, Osiriani, Vudrani
SQ arcane bond (<i>ring of protection</i>)
Combat Gear <i>potions of bear's endurance</i> , <i>cure moderate wounds</i> , <i>cure serious wounds</i> , <i>darkvision</i> , <i>invisibility</i> , <i>protection from arrows</i> , <i>protection from energy</i> (fire), <i>resist energy</i> (cold), <i>resist energy</i> (fire), and <i>water breathing</i> ; <i>scrolls of alter self</i> , <i>cone of cold</i> , and <i>expeditious retreat</i> ; Other Gear <i>amulet of natural armor</i> +1, <i>bracers of armor</i> +1, <i>cloak of resistance</i> +1, <i>ring of protection</i> +1, 610 gp



NIDAL

In darkness, secrets bloom, and Alviana, one of Nidal's elite foreign agents, cultivates them like the most precious of flowers. Her ability to take the form of a bird allows her to maintain espionage networks in multiple countries, flitting from one to another faster than most ground transportation. She spends her days endlessly flying from asset to asset and always seems to know the perfect way to manipulate them. Some of her contacts respond to a simple bribe or threat of blackmail, while others succumb to more exotic blandishments. A few even honestly support the aims of Nidal or worship Zon-Kuthon. Alviana has a predator's instinct for spotting weakness, and she never hesitates to exploit whatever opening a target presents. Only the mission matters.

In her own life, Alviana resents the influence of beauty. Though she often claims that her albinism makes her an outcast, even the other pallid druids of the Uskwood consider her ugly. She tends to despise and discount attractive people since she believes they rarely need to work for their achievements. Much of her lifelong fascination with shadows and darkness stems from her quest for a place where appearance is meaningless and only the mind matters. If it proves necessary to attain this goal, she would not hesitate to sacrifice even Sootsable, her faithful owl animal companion, perhaps the closest thing she has to a friend in the world.

Boon: In addition to her abilities as a spy and spellcaster, Alviana can give allies the blessing of shadow if she believes they would be useful to the goals of Zon-Kuthon. This blessing gives recipients a +2 bonus on weapon damage rolls made during the surprise round so long as they make the attack in an area of dim light or darkness. Recipients lose this blessing immediately if they act against the interests of Nidal or the cult of the Midnight Lord.

ALVIANA SHADOWSWORN CR 5

XP 1,600

Female human druid of Zon-Kuthon 6

NE Medium humanoid (human)

Init +1; Senses Perception +13

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 27 (6d8)

Fort +5, Ref +3, Will +9

Defensive Abilities resist nature's lure



ALVIANA SHADOWSWORN

OFFENSE

Speed 30 ft.

Melee scimitar +3 (1d6-1/18-20)

Ranged sling +5 (1d4-1)

Special Attacks wild shape 2/day

Spells Prepared (CL 6th; concentration +10)

3rd—*call lightning* (DC 17), *invisibility*, *poison* (DC 17)

2nd—*barkskin*, *chill touch* (DC 16), *gust of wind* (DC 16), *summon swarm*

1st—*cure light wounds*, *entangle* (DC 15), *magic stone*, *touch of fatigue* (DC 15)

o (at will)—*detect magic*, *disrupt undead*, *guidance*, *ray of frost*

TACTICS

Before Combat Alviana summons animals (preferring bats and snakes) just before battle to outnumber and overwhelm her opponents.

During Combat Alviana prefers to stay out of direct combat, hiding either invisibly or in animal form, summoning creatures to eliminate foes.

Morale Alviana flees if in serious danger, preferably by becoming invisible or using wild shape to become a bat.

STATISTICS

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

Base Atk +4; CMB +3; CMD 14

Feats Alertness, Augment Summoning, Natural Spell, Shade of the Uskwood (see below)

Skills Bluff +3, Diplomacy +4, Disguise +3, Fly +5, Handle Animal +10, Heal +10, Knowledge (arcana) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +6, Knowledge (history) +4, Knowledge (local) +3, Knowledge (nature) +11, Knowledge (nobility) +3, Knowledge (religion) +5, Perception +13, Sense Motive +8, Stealth +1, Survival +15, Swim +1

Languages Common, Druidic, Shadowtongue, Varisian
SQ nature bond (owl companion named Sootsable), nature sense, trackless step, wild empathy +7, woodland stride

Combat Gear *potion of cure serious wounds*, *scroll of ice storm*, *wand of chill metal* (10 charges), goodberries (8); Other Gear +1 *hide armor*, scimitar, sling with 10 bullets, *pearl of power* (1st level), Umbrae-Token, 120 gp

SPECIAL ABILITIES

Feats Alviana's Shade of the Uskwood feat is only available to a sect of albino druids from Nidal allied with the church of Zon-Kuthon; this feat adds unusual spells to the druid's spell list, removes all fire spells from it, and requires an Umbrae-Token (an effigy made of hair, twigs, and blood that counts as an unholy symbol). See page 111 of the *Pathfinder Chronicles Campaign Setting*.



NIRMATHAS

Probably everyone has heard the story of Tal Taval—a big man, standing as tall as a troll’s shoulders, with a beard bigger than his head and a sword even bigger than he is. At his side ranges a loyal hound he calls “Laddy.” Tal Taval is a bit of a legend in Nirmathas, and more than one tavern song has been written about him. Of course, the truth is very different from the songs and stories, but nobody cares. The man who tells the best versions of those stories is an old riverman, a gray, bent fellow who knows every drop of water in the river, every eddy, and every stream that branches off it by name. Some joke that the old man may have been born the same day as the river. For a copper piece he’ll transport anyone up and down the river; for another he’ll tell you a story about Tal Taval. Maybe he’ll tell you about the time Tal Taval saved a princess from a tower made of glass, or when Tal Taval faced a whole army with only 10 comrades and walked away without a scratch. Rain or shine, that old man is always there to recount whatever story you want to hear about the greatest adventurer who ever lived.

What nobody knows is that the old man is Tal Taval. He keeps it to himself these days, not telling anyone his secret, and when he narrates his stories about the legend Tal Taval he exaggerates just a little—but only a little. (Truth be told, it was a real pain climbing that tower of glass.) After a lifetime of adventuring and intermittent fighting against Molthune, he decided to retire and lead a simple life as “Old Man Irgal,” a common ferryman. He enjoys telling stories about his old life, even if nobody believes him, and is content to travel the waters of Nirmathas, Lastwall, and Molthune again and again, giving safe passage to decent folk.

Boon: “Old Man Irgal” knows all the ins and outs of the rivers of Nirmathas and knows a bit about Lastwall, Nirmathas, and the western part of the River Kingdoms—the best hiding places, the best spots to have an ambush, where certain monsters tend to lurk, and so on. He shares this information with those he trusts, as well as his knowledge of local monsters, the Molthune military, and the habits of Razmiri cultists.

TAL TAVAL **CR 9**

XP 6,400
Male old human ranger 4/rogue 6
LG Medium humanoid (human)
Init +2; **Senses** Perception +16



DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 49 (10 HD; 4d10+6d8)
Fort +9, **Ref** +12, **Will** +7

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 35 ft.

Melee mwk short sword +7/+2 (1d6–2/19–20)

Ranged +1 longbow +11/+6 (1d8–1/x3)

Special Attacks favored enemy (goblinoids +2), sneak attack +3d6

Spells Prepared (CL 1st; concentration +4)
1st—*jump*

TACTICS

Before Combat If Tal expects combat, he casts *jump* on himself so that he can easily leap from his barge to shore or vice versa. If he thinks he’s coming into dangerous territory, he uses his fast stealth rogue ability to sneak up on enemies so that he can fire arrows from concealment.

During Combat Tal

prefers to fight from his barge, forcing opponents to swim to him. He relies on his speed and mobility to stay out of reach of his enemies. If forced into melee combat, he uses his dog (named “Blue”) to flank so he can make sneak attacks.

Morale Tal knows when it is time to run and is not above stranding foes on his barge with his anchor *feather token*, leaping away under the effects of his *jump* spell, and using his swan boat *feather token* to create another craft to escape in. But when defending innocents or fighting evil, he gives no quarter and never quits.

STATISTICS

Str 6, **Dex** 15, **Con** 10, **Int** 15, **Wis** 16, **Cha** 12

Base Atk +8; **CMB** +6; **CMD** 20

Feats Deadly Aim, Dodge, Endurance, Fleet, Great Fortitude, Mobility, Point-Blank Shot, Shot on the Run

Skills Acrobatics +12, Bluff +14, Climb +10, Knowledge (geography) +15, Knowledge (nature) +15, Perception +16, Perform (oratory) +14, Sense Motive +16, Stealth +14, Survival +16, Swim +10

Languages Common, Elven, Orc

SQ favored terrain (water +2), hunter’s bond (dog animal companion named Blue), rogue talents (fast stealth, resiliency, stand up), track +2, trapfinding +3, wild empathy +7

Combat Gear *elixir of swimming*, *feather tokens* (anchor, fan, swan); **Other Gear** +1 *chain shirt*, +1 *longbow* with 20 arrows, masterwork short sword, *amulet of natural armor* +1, *boots of the winterlands*, *cloak of resistance* +1, *ring of protection* +1, 450 gp



QADIRA

When she first heard *The Birth of Light and Truth*, the woman who would eventually become Elham al Saleem was nothing short of a brutal mercenary, killing so she could live a life of hedonistic luxury. Yet for some reason, the words spoken from the book by a street preacher made her stop and listen. All that night, she could not sleep. She was haunted again and again by dreams of a black raven attacking a dove, and the dove ripping out the raven's eyes. The vision gave her no rest. She went to the temple of Sarenrae the next morning and sat all day with the priests. They told her she was one of the chosen, blessed by visions from the goddess. At first, she rejected their words, but when she tried to sleep the next night, the visions grew stronger. After three nights without rest, she returned to the temple. She bowed before the altar and asked the goddess to let her be. Instead, the goddess told her to leave behind the woman she was and accept a new name and life.

Now, Elham's prayers to the goddess are not silent whispers but sermons she writes and delivers in the chapels. The priests call her "the goddess's warrior-poet." When she speaks, the chapel's darkest corners fill with light. At first, many priests spoke against her songs, saying they spoke of the goddess in a "familiar manner" and sounded more like ballads to a lover than reverential hymns, but none could deny her dedication to the goddess—it was plain in her voice and in her deeds. No enemy of the goddess survived her sword, and no follower of the goddess was blind to Elham's love for her.

Looking in the mirror, she cannot see the person who once begged the goddess for peace. She turned away from her life of wickedness and wantonness and left it behind with her past. At least, that's what she says out loud. Yet in recent months, her visions have darkened. She still sees the raven and the dove, but these days, the raven plucks out the dove's eyes. When she goes to the altar, the goddess is silent; no soft, sweet voice calls to her, giving her the peace she so desires. But her will and faith are strong. The goddess saved her once from an empty life, and she knows she is being tested. A great darkness lies ahead of her, and her old instincts of survival and self-protection are much stronger than she would care to admit.

Boon: If Elham believes an ally's cause serves the interest of the goddess, she is willing to lay down her life for it—at least, that is what she tells herself. In addition to her many contacts in the church of Sarenrae, she knows a few cutthroat mercenaries who are still active and may have some influence among them.



ELHAM AL SALEEM

ELHAM AL SALEEM

CR 5

XP 1,600

Female human cleric of Sarenrae 3/fighter 3
NG Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)

hp 38 (6 HD; 3d8+3d10+9)

Fort +7, **Ref** +5, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 scimitar +10 (1d6+4/18–20)

Ranged mwk shortbow +9 (1d6/x3)

Special Attacks channel positive energy 4/day (DC 12 [14 vs. undead], 2d6)

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

5/day—touch of glory, touch of good

Spells Prepared (CL 3rd; concentration +5)

2nd—*aid*, *bless weapon*^D, *spiritual weapon*
1st—*divine favor* (2), *protection from evil*, *shield of faith*^D

o (at will)—*create water*, *guidance*, *light*, *stabilize*

D domain spell; **Domains** Glory, Good

TACTICS

Before Combat Elham prepares for battle by casting *aid*, *bless weapon*, and *shield of faith*.

During Combat Elham avoids using spells in combat because she knows her casting is easily disrupted. If given space and a moment to breathe, she may cast helpful spells on herself or heal an ally.

Morale Elham normally retreats at 20 hit points or fewer but fights to the death to protect followers of Sarenrae or when fighting evil undead, outsiders, or other enemies of the faith.

STATISTICS

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

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

Feats Combat Reflexes, Dervish Dance (see below), Dodge, Mobility, Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +2, Bluff +3, Diplomacy +9, Perform (dance) +3, Perform (sing) +4, Sense Motive +9

Languages Common

SQ aura, armor training 1

Combat Gear *scroll of lesser restoration*, *wand of cure moderate wounds* (4 charges); **Other Gear** +1 chainmail, +1 scimitar, masterwork short bow with 20 arrows, gold holy symbol, 180 gp

SPECIAL ABILITIES

Feats With her Dervish Dance feat, when Elham uses her scimitar with one hand, she may use her Dexterity modifier for attack and damage rolls instead of her Strength modifier. See page 23 of *Pathfinder Chronicles: Qadira, Gateway to the East*.



RAHADOUM

Soldiers in the Pure Legion hope to serve under Captain Rupert Raim. Though not a gifted strategist or natural leader, he has the twin virtues that enlisted men actually care about: he wins battles and takes care of his troops. A general once said, “Prudence is Raim’s whetstone,” and his superiors regard him as the best they have for missions demanding a steady hand in a risky situation. Cautious to a fault and a shrewd judge of character, Raim seldom allows himself to make a mistake. However, he did join the Pure Legion of his own choice and sincerely supports Rahadoum’s goal of freeing mortals from divine influence. This blind spot sometimes leads him into trouble, particularly when dealing with priests or other servants of the gods.

Unusually reflective for a fighting man, Raim possesses a natural reserve that many find off-putting. He takes his time to think things over before speaking, and if the silence looms around him like a cloud of menace, so be it. Though he has sought lessons and read books on how to make a better first impression, his scars and imposing size, coupled with the tendency to stand frozen like some predator in the grass the moment before it leaps, still leave people a little nervous.

Though he has no real ear for music or any of the other performing arts, Raim makes a point of supporting entertainers—good, bad, or indifferent. Over the years quite a few bards, the only common arcane casters with access to healing magic, have pulled him or one of his men back from the brink of death. While he understands that only a handful of performers are true bards, he believes in encouraging anyone with the potential. Ultimately, he would like to see every unit of the Pure Legion assigned a bard to serve as its “morale officer” and medic.

Boon: Captain Raim knows full well how much influence the gods have over most of the world and never stops looking for allies. Those who prove themselves worthy allies in his cause to save humanity from the problems of religion may receive a letter from him giving his endorsement. A PC can take this letter to an official of the Pure Legion or the Occularium wizards in Manaket to claim a *godslayer* spell on one weapon of their choice. This arcane spell functions like a *bane* weapon ability that only affects divine spellcasters and outsiders who serve a deity. Because it is a spell rather than a permanent weapon property like *bane*, it can be dispelled (requiring another letter from Captain Raim if the PC wants it recast).



RUPERT RAIM

RUPERT RAIM

CR 5

XP 1,600

Male human fighter 6

LN Medium humanoid (human)

Init +1; Senses Perception +7

DEFENSE

AC 22, touch 11, flat-footed 21 (+8 armor, +1 Dex, +3 shield)

hp 51 (6d10+18)

Fort +7, Ref +3, Will +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +1 longsword with *godslayer* blessing

+12/+7 (1d8+7/19–20) or

dagger +9/+4 (1d4+3/19–20)

Ranged longbow +7/+2 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat Unless under immediate threat, Captain Raim takes his time to study and parley with opponents. However, he rarely gives enemy divine casters a chance to escape.

During Combat Captain Raim concentrates his attacks on divine casters. Once he defeats them, he offers a truce to any surviving foes. He often pretends to be a dumb brute to mislead opponents.

Morale Knowing that if killed he does not have the luxury of a divine resurrection, Captain Raim surrenders and lives rather than fighting to the death, though it galls him greatly to be humbled by a religious opponent.

STATISTICS

Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 8

Base Atk +6; CMB +9; CMD 20

Feats Cleave, Godless Healing (see below), Persuasive, Power Attack, Shield Focus, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +2, Heal +4, Intimidate +6, Knowledge (religion) +3, Perception +7, Sense Motive +7

Languages Common

SQ armor training 1

Gear half-plate, heavy steel shield, +1 longsword with *godslayer* blessing, dagger, longbow with 20 arrows, 63 gp

SPECIAL ABILITIES

Feats To compensate for their lack of divine healing, the people of Rahadoum have developed the Godless Healing feat, a specialized technique to ignore injury. Once per day, when Captain Raim is at 25 hit points or fewer, he can make a DC 10 Fortitude save as a move action to heal 1 hit point per level (minimum 3). See page 123 of the *Pathfinder Chronicles Campaign Setting*.

RAZMIRAN



In his early life, Huodatha was a Nimerian nomad. As a young man, he was seized by Technic League automatons, injected with a strange substance, and set free. The substance drove him into an instant rage; he slew the automaton on the spot, but the

rage continued, overwhelming the young barbarian. It lasted for a full day and ended in the murder of his chief's brother. Although he barely remembers the event, Huodatha was exiled from his tribe for the crime. For several forlorn weeks he wandered, until he found the open arms of Razmiran to the south. His indoctrination at the First Step fortress was brief and wildly successful. Huodatha discovered a home and purpose in Razmiran that put his talents to good use. Now, fanatically committed to worship of the Living God, Huodatha is a mid-level priest, feared and respected among Razmir's followers.

Huodatha fits the mold of Razmir's thuggish priests—bullying and extorting tribute for the religion—but he believes with a desperate intensity. He intimidates other Razmiri priests as much as he does the sheep from whom he collects tithes. The faithful find him inspiring, while his more venal brethren find him disconcerting. Priests who serve under him often wear bruises behind their masks from his rough instruction.

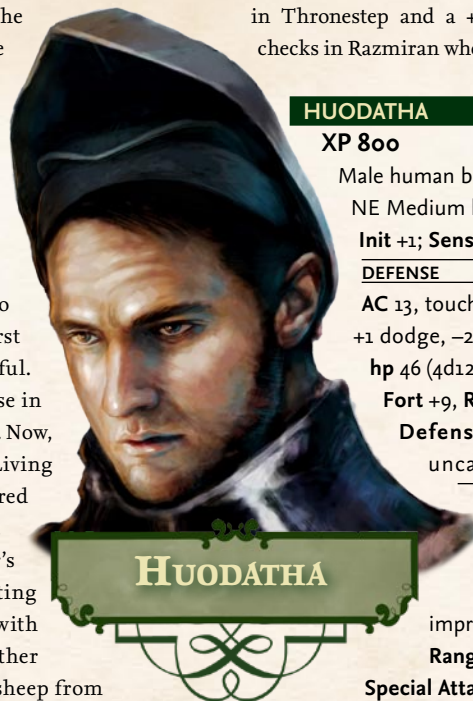
Although Huodatha owns a fine home and several concubines in the Steps district of Thronestep, luxury has little hold on him. Carrying out the will of Razmir is his paramount concern; it is his identity, his self-worth. The barbarian-priest takes pains to ignore cracks that reveal a mortal face behind the mask. If he discovered Razmir to be a false god, he would again be lost and exiled, a fate that would crush him more thoroughly than any martial defeat.

As deep as his loyalty to Razmir is his desire for revenge against the Technic League. Huodatha carries blind hatred for the self-propelled automata from Numeria, and attacks anyone who appears affiliated with the Technic League, including golems or any clockwork creations.

As a Herald of the Eighth Step, Huodatha wears the black robe and iron mask of his station. His hulking stature and clipped Hallit accent, however, reveal his Kellid birth, and his studded leather armor is clearly outlined beneath his robe. As a result, Huodatha doesn't blend in as many other Razmiri priests do and is always visible in a crowd. In Thronestep, he rarely carries a weapon; he uses anything in reach as a club and is unafraid to throw his improvised cudgel and pick

up another. When expecting trouble or traveling outside of Thronestep, he brings an intimidating marble greatclub with a wooden handle.

Boon: Huodatha's friendship and patronage make quick friends and enemies in Razmiran. Known associates of Huodatha receive a 25% discount on nonmagical items and services bought in Thronestep and a +2 circumstance bonus on Intimidate checks in Razmiran when using Huodatha's name.



HUODATHA

CR 3

XP 800

Male human barbarian 4

NE Medium humanoid (human)

Init +1; Senses Perception +7

DEFENSE

AC 13, touch 10, flat-footed 11 (+3 armor, +1 Dex, +1 dodge, -2 rage)

hp 46 (4d12+20)

Fort +9, Ref +2, Will +3

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk greatclub +10 (1d10+7)

or

improvised club +9 (1d6+5)

Ranged improvised club +5 (1d6+5)

Special Attacks rage (19 rounds/day), rage powers (intimidating glare, roused anger)

TACTICS

During Huodatha rages at the start of combat and uses his intimidating glare. He throws an improvised weapon at his opponents, grabbing another with a move action to remain armed.

Morale Huodatha retreats if his non-raging hit point total reaches 5.

Base Statistics When not raging, Huodatha's statistics are:

AC 15, touch 12, flat-footed 13; **Fort** +7, **Ref** +2, **Will** +1; **hp** 38; **Melee** mwk greatclub +8 (1d10+4) or improvised club +7 (1d6+3); **Ranged** improvised club +7 (1d6+3); **Str** 16, **Con** 16; **CMB** +7; **Skills** Climb +7, Swim +8.

STATISTICS

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

Base Atk +4; **CMB** +9; **CMD** 19

Feats Catch Off-Guard, Dodge, Extra Rage

Skills Acrobatics +5 (+9 jump), Climb +9, Intimidate +8, Knowledge (local) +0, Knowledge (religion) +0, Linguistics +0, Perception +7, Ride +7, Survival +5, Swim +10

Languages Common, Hallit

SQ fast movement

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork studded leather, masterwork greatclub, iron mask, 920 gp



SARGAVA

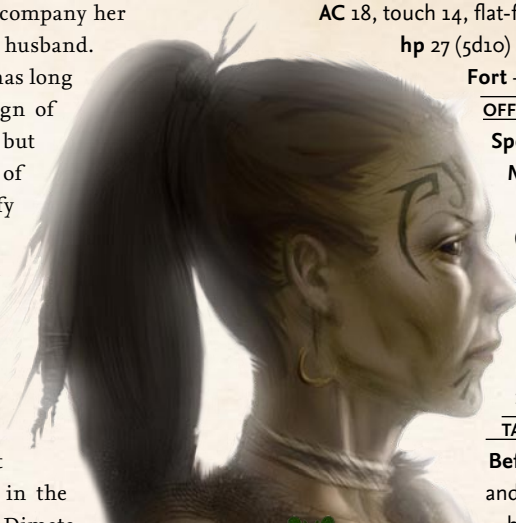
Forced into marriage at a young age, Dimata feared a prison of domesticity and political games in Egorian for the rest of her life. When her husband went missing on a trade mission to Sargava, an escape presented itself. Dimata hired a team to accompany her to Sargava and search for her lost husband. That was 18 years ago. The team has long since been dismissed and no sign of her lost husband ever surfaced, but Dimata finds the wild freedom of Sargava preferable to the stuffy council rooms of Cheliax.

After several years spent learning the ways of Sargava's wilderness, Dimata fell prey to a band of Mwangi tribesmen. Dimata's guards attacked them and were killed; the Mwangi carried Dimata off. What happened over the next 33 days in the jungle remains a mystery, but Dimata reappeared with ritualistic scars on her face and a wild light in her eyes. From that day forth, she was a woman with inside knowledge of the Mwangi tribes and an even greater knowledge of jungle life and the wilds of Sargava. Her reputation as a guide was eclipsed only by her reputation as a hunter. Her talent with a crossbow had developed until her speed and accuracy could fell even mighty jungle tigers and massive plains buffalo.

Now Dimata hires out her services as a guide, tracker, and hunter to those she finds interesting and spends the rest of her time hunting exotic animals and occasionally acting as a translator and negotiator between Sargavan settlers and the Mwangi natives. Natives and settlers alike recognize Dimata on sight; her tanned skin, rangy limbs, and ritualistic scars speak of a life lived out of doors, and her scuffed leather armor and carefully maintained weapons tell of the many trials she faces in the jungle.

Dimata feels herself growing older and knows that time will eventually claim her, as it does those lucky enough to outwit or outrun death at the claws and teeth of a predator. Child-free and presumably a widow, she has no regrets about her life, and thanks the jungle for hardening her flesh into something as tough as wood, giving her body the strength to match her will.

Boon: Dimata knows many unusual landmarks, sites of ruins, and dangerous areas in the wild areas of Sargava, and she passes this knowledge on to those she likes. Dimata can also facilitate meetings with Mwangi tribes, but does so only if she trusts the characters completely.



DIMATA SIRATHINI

DIMATA SIRATHINI

CR 4

XP 1,200

Female human ranger 5
CN Medium humanoid (human)
Init +4; **Senses** Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 27 (5d10)

Fort +4, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk scimitar +9 (1d6+2/18–20)

Ranged mwk light crossbow +10 (1d8/19–20)

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

Spells Prepared (CL 2nd; concentration +4)

1st—*entangle* (DC 13), *longstrider*

TACTICS

Before Combat Dimata readies her crossbow and looks for a defensible position, preferring high ground and deadfalls or other terrain that serves as a barricade. If necessary, she uses her Kaava musk to attract predators to the site of an ambush.

During Combat Dimata prefers to stay at range and force enemies to approach her, preferably over treacherous ground. Once her enemies close in, she switches to her scimitar and first tries to eliminate anyone she sees casting spells.

Morale Dimata is brave but not foolhardy. She tries to flee if greatly outnumbered or obviously outmatched. She uses her knowledge of the jungle to mislead pursuers and hide herself. If there seems to be no other option, she may try to surrender but is more likely to fight to the death than allow herself to be executed by bloodthirsty enemies.

STATISTICS

Str 15, **Dex** 18, **Con** 10, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 21

Feats Endurance, Iron Will, Point-Blank Shot, Rapid Reload, Self-Sufficient, Weapon Focus (scimitar)

Skills Handle Animal +9, Heal +10, Intimidate +9, Knowledge (geography) +7, Linguistics +0, Perception +10, Stealth +12, Survival +12, Swim +6

Languages Common, Polyglot

SQ favored terrain (jungle +2), hunter's bond (companions), track +2, wild empathy+6

Combat Gear *potions of cure moderate wounds* (2), *elixir of hiding* (2), *elixir of swimming*, Kaava musk (Sargavan "goop," see *Pathfinder Chronicles Campaign Setting* 130); **Other Gear** +1 studded leather, masterwork light crossbow with 20 bolts, masterwork scimitar, 310 gp



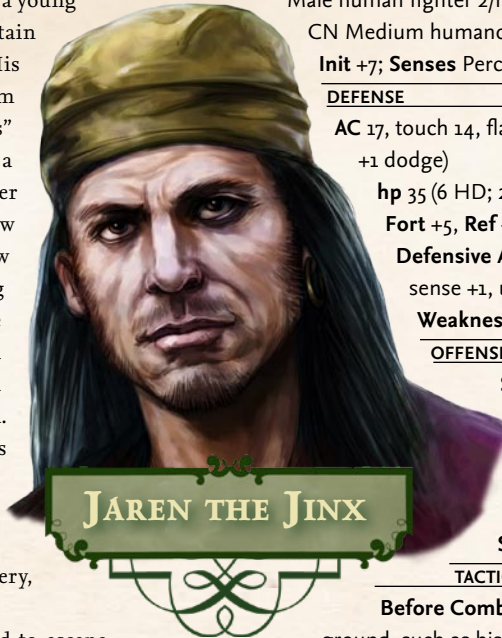
THE SHACKLES

Perilous Jaren (as he calls himself) is a skilled pirate with a reputation for being a scalawag at some times and a bloodthirsty murderer at others. Born in Port Peril, Jaren learned the pirating trade at a young age, accompanying his pirate father, Captain Black Dog, on raids from the age of 7. His father's crew all took part in raising him as a child, and his father's many "wives" ensured that he was never wont for a mother, even though his own mother had died giving birth to him. Jaren grew up with the belief that he would follow in his father's footsteps, one day taking over his ship and carrying on the family reputation, but on his fifteenth birthday, Jaren's father was bewitched and murdered by the sorceress Valia. The mistress of a rival pirate known as the Shark Lord, Valia had seduced the aging Black Dog and poisoned him with her viper familiar. The Shark Lord sent his crew to attack during this treachery, slaughtering most of Black Dog's crew.

Only Jaren and a few others managed to escape—First Mate Okonkwo, the fierce Mwangi warrior; Deadeye, the halfling sniper; Jessa, the elven swordmistress; and Nightscale, the lizardfolk cook. These five lay low for months, joining other crews under false names and learning what they could about the Shark Lord's travels. Eventually they banded together and, with the help of a mystic called the Red Pearl Oracle, managed to find and kill the Shark Lord, though Valia escaped after cursing the survivors with a rotting sickness that only appeared when they were close to each other. Forced to end their association, the comrades found work in other parts of the Shackles, never again able to meet and share the tales of their victory.

Jaren lends his service to various captains as a dependable first mate, though his cursed reputation means he often has to change employers, for pirates are a superstitious lot and tend to blame any ill fortune on the "Jaren the Jinx." He still listens for news about the sorceress Valia, hoping someday to avenge his father's death as he did that of Black Dog's crew. He utters prayers and offers sacrifices to the goddess Besmara, hoping for clues on how to end the curse or information on where to find the sorceress.

Boon: Jaren can offer his allies a measure of safety when traveling through the Shackles, though he may not be able to convince his current captain to give them passage. If the PCs are on a targeted ship, he usually is able to keep the captain from making them walk the plank. Having been an active pirate for 10 years, he knows the ins and outs of the Shackles



JAREN THE JINX

and has a lot of information on various captains, some of whom he'd be happy to see dancing on the end of a spear.

JAREN THE JINX

CR 5

XP 1,600

Male human fighter 2/rogue 4

CN Medium humanoid (human)

Init +7; Senses Perception +9

DEFENSE

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

hp 35 (6 HD; 2d10+4d8+6)

Fort +5, Ref +7, Will +1; +1 vs. fear

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

Weaknesses rotting curse

OFFENSE

Speed 30 ft.

Melee +1 short sword +9

(1d6+2/19–20)

Ranged mwk light crossbow +9

(1d8/19–20)

Special Attacks jinx, sneak attack +2d6

TACTICS

Before Combat Jaren tries to fight from higher ground, such as his ship's rigging or crow's nest, allowing him to sneak attack anyone climbing.

During Combat Jaren uses Mobility to avoid being flanked and to draw opponents near his pirate allies.

Morale Jaren loves his life of adventure and flees combat if he believes he'll be killed, jumping off his ship and swimming to safety if necessary.

STATISTICS

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

Base Atk +5; CMB +6; CMD 20

Feats Acrobatic, Athletic, Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +10, Bluff +10, Climb +11, Diplomacy +10, Disable Device +7, Escape Artist +10, Knowledge (geography) +3, Knowledge (local) +4, Perception +9, Profession (sailor) +5, Sense Motive +9, Sleight of Hand +10, Swim +7, Use Magic Device +6

Languages Common

SQ rogue talents (resiliency, stand up), trapfinding +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 leather armor, +1 short sword, masterwork light crossbow with 20 bolts, 535 gp

SPECIAL ABILITIES

Jinx (Su) Any creature within 10 feet of Jaren who confirms a critical hit actually misses as if rolling a 1. Jaren has no control over who this affects or when it happens.

Rotting Curse (Su) Jaren suffers from a rotting curse which afflicts him as *mummy rot*, but only when within 100 feet of Deadeye, Jessa, Nightscale, or Okonkwo.



THE SODDEN LANDS

The self-titled Lord Achimair stays in constant motion patrolling his territory in search of tribute or sentient flesh upon which to feast. He has no home base, or rather, he brings his base with him a motley band of trained sharks and aquatic monsters, and a barge filled with air-breathing slaves and thuggish collaborators armed with crossbows and pikes. The settlements scattered within his territory know the folly of challenging him, and they caution travelers to offer him his “tax” without demur. Sometimes even the distraction of plunder freely given fails to rein in his cannibalistic instincts; then the salty waters of the Sodden Lands deepen ever so slightly with blood and tears.

Since he rules by nothing save brute force and terror, Lord Achimair relishes every chance to display his battle prowess. He wears trophies of prior victories on his body, including bone piercings chipped from the gnawed remains of former foes. Though savage, treacherous, and unpredictable, Lord Achimair still welcomes diversions, so long as they appeal to his brutal nature. He loves blood sports and cruel practical jokes. Things that explode or kill in similarly flashy or gruesome ways make him laugh with delight. Lord Achimair brooks no challenges from his followers; even the intimation of doubt or disloyalty could throw him into a killing rage and give outsiders a chance to gather their thoughts or slip away.

Boon: If Lord Achimair decides he likes someone, he selects one of the sahuagin wives from his harem and orders her to serve as a guide through the Sodden Lands. As mercurial as her mate, she is trustworthy for just the first few days; as the distance grows and her fear of Lord Achimair’s retribution lessens, the guide’s fidelity erodes. Keeping her from wandering off, or even attacking, requires progressively more flattery and bribes. However, until the final bond of loyalty snaps she should prove a valuable source of information about dangers to avoid, treasures to seek, and safe places in which to rest.



LORD ACHIMAIR **CR 6**

XP 2,400
 Male sahuagin barbarian 4 (*Pathfinder RPG Bestiary* 239)
 NE Medium monstrous humanoid (aquatic)
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.;
 Perception +15

DEFENSE

AC 16, touch 10, flat-footed 14 (+1 armor, +2 Dex, +5 natural, –2 rage)
hp 77 (6 HD; 2d10+4d12+42)
Fort +13, **Ref** +6, **Will** +8
Defensive Abilities trap sense +1, uncanny dodge

Weaknesses light blindness

OFFENSE

Speed 40 ft., swim 60 ft.
Melee 2 claws +13 (1d4+6), bite +12 (1d4+6)
Ranged mwk heavy crossbow +8 (1d10/19–20)
Special Attacks blood frenzy, rage (15 rounds/day), rage powers (no escape, renewed vigor [1d8+6 hit points])

TACTICS

Before Combat Lord Achimair uses water as cover while preparing to use his crossbow, then drinks a potion and moves into melee range.
During Combat Lord Achimair uses his blood frenzy in conjunction with rage.
Morale Lord Achimair believes he is unkillable by humanoids and fights to the death. If his opponents include a creature of at least Large size, he flees when his non-raging hit points reach 10 or fewer.

Base Statistics When not raging, Lord Achimair has the following statistics: **AC** 18, touch 12, flat-footed 16; **hp** 65; **Fort** +11, **Will** +6; **Melee** +2 claws +11 (1d4+4), bite +10 (1d4+4); **Str** 18, **Con** 20; **CMB** +10; **Skills** Intimidate +11

STATISTICS

Str 22, **Dex** 15, **Con** 24, **Int** 12, **Wis** 14, **Cha** 8
Base Atk +6; **CMB** +12; **CMD** 22
Feats Great Fortitude, Intimidating Prowess, Weapon Focus (claw)
Skills Acrobatics +7, Handle Animal +9, Intimidate +13, Perception +15, Sense Motive +4, Stealth +13, Survival +11, Swim +31
Languages Aquan, Common; speak with sharks
SQ fast movement
Combat Gear *potion of cure moderate wounds*, *potion of protection from arrows*; **Other Gear** *bracers of armor* +1, masterwork heavy crossbow with 14 bolts and +1 shock bolts (4), 136 gp



TALDOR

Adelle learned Rondelero dueling in one of Taldor's finest fighting schools, but that amounted to nothing when a lucky foe's attack pierced her heart. As she lay there dead, her spirit in an intangible, seemingly endless abyss, she felt nothing. It wasn't cold, it wasn't warm, it wasn't even frightening. There was just an infinite span of nothing, and then heat, like a white-hot forge in her chest that made her scream out in pain. When the abyss at last faded, she saw a priest looking down at her, holding her forehead. Adelle was no longer dead, courtesy of her wealthy mother spending nearly everything she had to bring her daughter back.

Ever since that day, the black abyss has stayed with Adelle, but one memory eclipses all of that nothingness—the bright, shining moment when she saw her opponent's blade coming at her and she knew she was going to die. It was one moment when every single decision she made meant something—the moment her next breath would be her last, when lives depended on every movement of her body. Adelle was dead—dead in spirit, long before her opponent's sword pierced her heart, but now she lives.

Adelle knows death's touch and before she feels that nothingness again, she's going to make sure she feels everything else in the world first. She drinks like she never drank before, eats like she never ate before, and fights like she never fought before. Every single moment of every single day is the last moment of her entire life. She knows this. And she's abandoned all thoughts of safety and security in favor of total freedom—doing all and only what she wants.

Adelle's own freedom isn't the only thing that concerns her. She believes that men and women were born to live and love and be free, and laws are meant to protect those freedoms, not hinder them. If some men wish to be slaves—whether slaves to another man or to the fear of death—then so be it, that's their choice, not hers. She was dead, and she will be again one day—but until that day, she laughs in the face of death and revels in every moment of life.

Adelle makes hummingbirds dizzy just watching her. Seeing her move, it's clear why Adelle doesn't wear heavy armor: it would just get in her way. From one bottle to another, from one plate to another, from one kiss to another, it is as if her feet were on fire—never in one place too long. Varisians are homebodies compared to her. Everything about her is movement, speed, and laughter.

Boon: Adelle wants adventure, but not just mindless killing. Those who befriend her and appeal to her spirit of adventure



ADELLE DURAN

find her a steadfast ally willing to go to the ends of the earth to search out new experiences and laugh in the face of death.

ADELLE DURAN

CR 7

XP 3,200

Female human fighter 8

CG Medium humanoid (human)

Init +8; Senses Perception +10

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +2 shield)

hp 52 (8d10+8)

Fort +7, Ref +6, Will +1; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *falcata* +10/+5 (1d8+3/19–20/x3)

Ranged light crossbow +12/+7 (1d8/19–20)

Special Attacks weapon training (light blades +1)

TACTICS

During Combat Adelle relies on her Combat Expertise feat to increase her Armor Class (–2 to attacks, +2 dodge to AC). With her Improved Disarm feat she disarms and taunts armed opponents, suggesting they surrender.

Morale Adelle has no fear of death. Rather, the only thing she fears is boredom. Adelle will not withdraw against a clearly superior foe, but she may disengage if her opponent is obviously unable to best her and presents no interesting challenges.

STATISTICS

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

Base Atk +8; CMB +8 (+10 disarm); CMD 24 (26 vs. disarm)

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (*falcata*), Improved Disarm, Improved Initiative, Mobility, Spring Attack, Weapon Focus (*falcata*), Weapon Specialization (*falcata*), Taldan Duelist (see below)

Skills Acrobatics +17, Bluff +9, Escape Artist +13, Knowledge (history) +3, Knowledge (local) +3, Knowledge (nobility) +5, Perception +10, Perform (Dance) +13, Sense Motive +10, Swim +4

Languages Common, Elven, Kelish

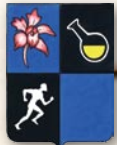
SQ armor training 2

Combat Gear *potions of cure moderate wounds* (3); **Other**

Gear +1 *mithral chain shirt*, masterwork buckler, +1 *falcata* (*Pathfinder Chronicles Campaign Setting* 208), light crossbow with 10 bolts, *ring of protection* +1, 120 gp

SPECIAL ABILITIES

Feats Adelle is skilled the art of fighting with the *falcata* (a type of Taldan sword) and buckler. When using this fighting style, her buckler's shield bonus increases by 1 and she gains a +2 bonus on Acrobatics checks. See page 137 of the *Pathfinder Chronicles Campaign Setting*.



THUVIA

Over the last 200 years, Tpannon has achieved near-legendary status as one of the greatest of Thuvia's Water Lords. The source of a hundred different tales and a dozen proverbs, Tpannon has an authority and status that makes him the unofficial leader of the Water Lords. His word is law and few dare to challenge him when he settles a dispute or demands a gift as tribute for the peace he maintains. Many consider his unprecedented longevity to be proof that he has struck some sort of deal with Artokus himself, entitling him to regular doses of *sun orchid elixir*, despite the ban on its use by citizens. Others suspect a yet more sinister explanation. But few ever realize Tpannon's identity is an elaborate con—whenever the current “Tpannon” grows weary or old, he passes on a *hat of disguise* to a designated successor and goes into a lucrative retirement.

The current Tpannon only earned the hat about a year ago and he still has much to learn. He does his best not to buckle under the pressure, but living up to the image created by the role is proving far more difficult than he expected. All too often he finds himself relying on Tpannon's reputation as a peerless swordsman, brilliant strategist, and master of stealth; he dreads the day when someone finally calls his bluff. He tends to compensate by making hearty boasts and asking rhetorical, deep-voiced questions of his “lads” (a group of 10–20 thugs) as a way of demonstrating the loyalty of his followers.

Boon: Tpannon knows the locations of every major oasis in Thuvia, as well as a few minor ones the previous Tpannon told him about. If he believes the PCs can help bolster his reputation or reinforce his identity as the legendary water lord, he may be willing to escort them (with the help of his troops) to any of these watering holes or negotiate on their behalf with any of the other Water Lords. He is still trying to build his own fortune and cannot pay full price for a sun orchid; however, he will trade some of his *unguent of timelessness* (which he claims is a lessened form of *sun orchid elixir* that preserves nonliving things) or lend the service of some of his “lads” in exchange for such a treasure.



TPANNON

TPANNON

CR 4

XP 1,200

Male human ranger 5

N Medium humanoid (human)

Init +4; Senses Perception +9

DEFENSE

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

hp 37 (5d10+10)

Fort +6, Ref +8, Will +2

Resist fire 5 (see below)

OFFENSE

Speed 30 ft.

Melee longsword +6 (1d8+1/19–20)

Ranged mwk longbow +11 (1d8/x3)

Special Attacks favored enemy (humans +4, animals +2)

Spells Prepared (CL 2nd, concentration +3)

1st—*entangle* (DC 12), *summon nature's ally I*

TACTICS

Before Combat Tpannon affects a jovial demeanor and keeps targets distracted while his troops deploy. He may summon an ally to help distract or flank opponents.

During Combat Tpannon prefers to stay out of melee, not wanting to reveal that he's not as skilled a swordsman as the tales about him suggest. In keeping with his reputation as an excellent strategist, he normally uses his hunter's bond ability to advise his allies when battling humans or dangerous animals.

Morale Tpannon flees if in serious danger, knowing he can always get more followers by relying on his extensive reputation.

STATISTICS

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

Base Atk +5; CMB +6; CMD 20

Feats Desert Dweller (see below), Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Bluff +2, Climb +5, Diplomacy +1, Disguise +3, Handle Animal +6, Knowledge (geography) +5, Knowledge (history) +2, Knowledge (local) +2, Linguistics +2, Perception +9, Ride +10, Stealth +12, Survival +9

Languages Common, Osiriani, Polyglot

SQ favored terrain (desert +2), hunter's bond (companions), track +2, wild empathy +4

Gear +1 studded leather, masterwork longbow with 20 arrows, longsword, *hat of disguise*, *unguent of timelessness* (2), 125 gp

SPECIAL ABILITIES

Feats Tpannon has the Desert Dweller feat, which grants him fire resistance 5 against effects that deal 5 or fewer points of fire damage (attacks that deal 6 or more points of fire damage affect him normally). He has a +4 bonus on checks made to avoid starvation or thirst and on Fortitude saves to avoid nonlethal damage from hot environments (this is in addition to the benefits of the Endurance feat). See page 139 of the *Pathfinder Chronicles Campaign Setting*.



USTALAV

The once-great Currindon family carried on a quiet war with the Beauturne family for three generations. Commoners knew nothing of the noble machinations, but the families seethed with new venom after each social or political victory one scored over the other. Eventually, the Beauturnes achieved the rank of count, and the fading Currindon heirs were banished from Lozeri. The exiled Currindons naturally backed the commoner coup in 4670, but failed to seat themselves in the Beauturnes' place. The Currindon family fell from infamy to obscurity for 40 years.

Esme Currindon, only a child when Lozeri changed hands, has had quite enough of this feud. Raised in a sympathetic noble's keep in neighboring Odranto, she saw her birthright squandered by listless relatives and overlooked by Prince Valislav. Esme is quietly infuriated at this indifference to her family's state. She believes the Palatinates, particularly Lozeri, are ripe for return to noble rule.

Her primary job is tending the connections and resources necessary to return the Currindons to power. Esme's first husband, Temcurel Muralt (second cousin of the current count), died several years ago, but left her with land, wealth, a young son, and the means to disguise her Currindon identity when it suits her. In addition to her portfolio of favors and admirers across Ustalav, she is also a sorcerer of some ability, which she uses to bolster her return to rightful rule.

Esme is well bred and pleasant but prideful. She is particularly nice to adventurers, however, since she knows they are powerful, useful destabilizers. She only tells her plans to those who can be implicitly trusted. In other cases, she attempts to sic adventurers on her rivals. Her pretexts are genuine—she's too clever to send adventurers on a wild goose chase—but she makes sure that the tasks she gives them align with her own interests.

Considered something of a beauty in her time, Esme has aged gracefully (with magical assistance) as she nears 50 years. She can still wear her curled brunette hair long, something few other women her age do with dignity. She favors rich colors, such as purples, blues, and reds, for her clothes and wears long dresses. Her jewelry is not gaudy but is obviously expensive to the trained eye. She is always perfumed with lavender. Her voice is clear but can be harsh, perhaps the one unlovely aspect of a well-painted portrait of charm and beauty.



ESME CURRINDON

Boon: Esme is an excellent (though biased) source of information about goings-on in Ustalav. Adventurers who gain a helpful relationship with her may lodge and eat for free in her manor house and have access to her entire staff (including a small force of 1st-level fighter bodyguards) for the duration of their stay in Odranto. She may have information about other strange happenings in Ustalav; as a noblewoman she considers herself above petty gossip and stories of evil monsters, but she knows adventurers are often interested in such things.

ESME CURRINDON

CR 4

XP 1,200

Female human aristocrat 3/sorcerer 3
N Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE

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

hp 30 (6d8+6)

Fort +3, Ref +5, Will +6

Defensive Abilities fated +1

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d3–1 nonlethal)

Bloodline Spell-Like Abilities (CL 3rd, concentration +8)

8/day—touch of destiny

Spells Known (CL 3rd, concentration +8)

1st (5/day)—*alarm*, *charm person* (DC 17), *hypnotism* (DC 17),
unseen servant

0 (at will)—*detect magic*, *detect poison*, *ghost sound* (DC 15),
read magic, *touch of fatigue* (DC 15)

Bloodline destined

TACTICS

During Combat Esme is a poor combatant. If there is no one to protect her, she attempts to charm a likely protector and then flees combat, using *unseen servant* to close doors and move obstacles into the path of pursuers.

Morale Esme quickly flees or gracefully surrenders if she believes she would be killed. She isn't frightened by battle; she just understands that she has no aptitude for it.

STATISTICS

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

Base Atk +3; CMB +2; CMD 13

Feats Alertness, Eschew Materials, Lightning Reflexes,
Persuasive, Spell Focus (enchantment)

Skills Appraise +10, Bluff +11, Diplomacy +13, Intimidate +13,
Knowledge (history) +7, Knowledge (local) +7, Knowledge
(nobility) +7, Linguistics +7, Perception +8, Sense Motive +9,
Spellcraft +7

Languages Common, Draconic, Elven, Skald, Varisian

SQ bloodline arcana

Gear headband of alluring charisma +2, noble's outfit, 500 gp



VARISIA

Cordeliza never expected to be a fortuneteller. Her grandmother, a very wise woman

gifted with sight into the spirit world, was the third child in her family. Cordeliza's mother, also a gifted fortuneteller, was a third child as well. When Cordeliza's parents died in a fire, everyone thought Cordeliza's younger sister would take up the mantle of fortuneteller, but it was Cordeliza her grandmother chose to train.

For many months Cordeliza resisted this calling. Grief-stricken over her parents' deaths, she could not handle this break in tradition. She refused to study with her grandmother and even ran away to Magnimar, where she lived on the streets for several weeks. Strange dreams plagued her during this time and she missed her family terribly. One night she dreamed of a terrible storm, with lightning and thunder crashing around her. She woke in terror and ran to a shrine of Desna for shelter. Not a moment later a vicious storm broke over the city. Lightning struck several houses, spewing rubble into the gutters, and many who slept on the streets were injured. No longer able to deny her gift, Cordeliza returned to her family and set about learning the ways of the seer.

Cordeliza acts as the caravan's wise woman now. She reads messages in the wind, directs the caravan on its travels, and warns her family of impending dangers. On occasion, she follows her dream-messages into cities or along unfamiliar routes, certain that her destiny lies along this path.

Boon: Cordeliza will perform a Harrow reading for those who treat her respectfully and pay 50 silver (she considers gold coins unlucky). If a character demonstrates respect for the caravan and performs a service to assist Cordeliza's family, or otherwise shifts her attitude to helpful, Cordeliza charges only 1 silver for the reading (not paying at all for a reading is also considered unlucky) and may offer guidance that comes to her in dreams (which might involve sending letters or messengers to the PCs).



CORDELIZA PARASCA

CORDELIZA PARASCA

CR 3

XP 800

Female human bard 4

CG Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

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

hp 21 (4d8)

Fort +1, Ref +6, Will +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d6–1)

Ranged sling +5 (1d4–1)

Special Attacks bardic performance 19 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

Spells Known (CL 4th, concentration +7)
2nd (2/day)—*animal messenger*, *pyrotechnics* (DC 15)

1st (4/day)—*alarm*, *charm person* (DC 14), *hideous laughter* (DC 14), *sleep* (DC 14)
o (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *message*, *prestidigitation*

TACTICS

Before Combat Cordeliza is not a fighter. She calls for help at the first hint of danger. When possible, she tries to head off an impending battle by using her social skills or casting *charm person*.

During Combat Cordeliza screams for her family, local guards, or anyone in the area who might be able to help her. She uses *pyrotechnics* to cover an escape attempt and *hideous laughter* and *sleep* to disable her opponents.

Morale Time spent gazing into the great beyond has left Cordeliza with a certain calmness about death. However, she has no wish to die just yet and tries everything at her disposal to flee when in danger. She bargains her services or possessions for her life but dies rather than betray her family.

STATISTICS

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

Base Atk +3; CMB +2; CMD 14

Feats Brew Potion, Extra Performance, Skill Focus (Perform [sing])

Skills Appraise +6, Bluff +10, Diplomacy +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Perform (dance) +8, Perform (oratory) +8, Perform (sing) +13, Sense Motive +8, Sleight of Hand +9, Spellcraft +6

Languages Common, Draconic, Varisian

SQ bardic knowledge +2, versatile performance (sing), well-versed

Combat Gear *potion of invisibility*, *wand of cure light wounds* (5 charges); **Other Gear** *amulet of natural armor* +1, Harrow deck, pocketed scarf (see *Pathfinder Chronicles Campaign Setting* 213 for deck and scarf), 250 sp



GENERIC GOLARION NPCs

These NPCs are organized alphabetically by category—country, religion, region, or (in a few cases) race. A table sorted by CR is on the inside back cover.

ABSALOM: ARCANAMIRIUM MAVEN CR 2

XP 600

Human wizard 3
LN Medium humanoid (human)

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

DEFENSE

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

hp 13 (3d6+3)

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

OFFENSE

Speed 30 ft.

Melee mwk dagger +1 (1d4–1/19–20)

Ranged hand of the apprentice (mwk dagger) 56 (1d4–1/19–20)

Special Attacks hand of the apprentice (6/day)

Spells Prepared (CL 3rd; concentration +6)

2nd—*bear's endurance* (DC 15), *summon monster II*

1st—*endure elements*, *feather fall*, *unseen servant*

0 (at will)—*arcane mark*, *light*, *resistance*, *prestidigitation*

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 11, **Cha** 14

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

Feats Craft Wondrous Item, Scribe Scroll, Self-Sufficient, Skill Focus (Knowledge [arcana])

Skills Appraise +8, Craft (alchemy) +9, Heal +5, Knowledge (arcana) +9, Knowledge (engineering) +8, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Profession (librarian) +5, Spellcraft +9, Survival +0

Languages Aquan, Common, Gnome, Halfling

SQ arcane bond (*wand of silent image*)

Combat Gear *scroll of magic circle against chaos*, *wand of silent image* (50 charges), *wand of sleep* (12 charges); **Other**

Gear masterwork dagger, city maps, courtier's outfit, notebooks, spellbook

While the vulgar adventurer may wield magic like a hammer, the senior students of Golarion's oldest school direct it like an artisan's tools. After years of hard study and brutal abuse, the mavens stand ready to graduate and change their world with their arcane skills. While this specific stat block represents a maven dedicated to public health and civic planning, almost any arcane expert can be made by changing out Craft and Skill Focus specialties.

ABSALOM: GILLMAN KNIFE FIGHTER CR 1

XP 400

Gillman rogue 2
CN Medium humanoid (aquatic)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 11 (2d8+2)

Fort +1, **Ref** +6, **Will** –1

Defensive Abilities evasion

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee dagger +4 (1d4+1/19–20)

Ranged javelin +4 (1d6+1)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Skill Focus (Intimidate), Weapon Finesse

Skills Acrobatics +7, Bluff +6, Intimidate +10, Knowledge (local) +5, Perception +4, Perform (Dance) +7, Profession (fisherman) +3, Sense Motive +4, Sleight of Hand +8, Swim +13

Languages Azlanti, Common

SQ amphibious, rogue talents (finesse rogue), trapfinding +1

Gear masterwork chain shirt, daggers (4), javelin

SPECIAL ABILITIES

Water Dependent (Ex) Gillmen must submerge themselves completely in salt or fresh water at least once every 24 hours or begin to dehydrate. Death claims a gillman after 24 + 4d6 hours without submersion.

The Gillmen of Absalom and Escadar are avid duelists, but their confrontations are hardly the elegant dances of the brash human nobles. Their ritualized knife fights erupt in bars and back alleys across the docks, and the most flamboyant displays aren't with blades, but with tongues: shocking insults and sexual innuendo fly back and forth to horrify or enrage an opponent into making mistakes. Such encounters are rarely fatal; gillmen traditionally fight to first blood. Afterward, the winner claims a trophy from the loser: sometimes a handkerchief, other times an ear.

ABSALOM: PUDDLES THUG CR 2

XP 600

Human rogue 1/warrior 3
CN Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

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

hp 27 (4 HD; 1d8+3d10+7)

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

OFFENSE

Speed 30 ft.

Melee sap +5 (1d6+2 nonlethal) or
mwk dagger +7 (1d4+2/19–20)

Ranged mwk dagger +7 (1d4+2/19–20)

Special Attacks sneak attack +1d6



STATISTICS

Str 15, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 17
Feats Catch Off-Guard, Skill Focus (Intimidate), Weapon Focus (dagger)
Skills Bluff +7, Intimidate +5, Knowledge (local) +7, Sense Motive +7, Stealth +9, Swim +6
Languages Common
SQ trapfinding +1
Gear leather armor, buckler, masterwork dagger, sap

The downtrodden of Absalom's notorious Puddles district scrape out a living any way they can. When times are good, they're guides, messengers, and bodyguards. When times are bad, they turn to less savory services. At all times, however, they apply their intimate knowledge of the city, spreading information quickly among comrades and guiding or evading outsiders within Absalom's tangled nest of side streets and alleys.

ANDORAN: EAGLE KNIGHT **CR 3**

XP 800
Human ranger 4
LG Medium humanoid (human)
Init +1; **Senses** Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)
hp 30 (4d10+8)
Fort +6, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft.
Melee mwk longsword +8 (1d8+3/19–20) or mwk longsword +6 (1d8+3/19–20), mwk short sword +6 (1d6+1/19–20)
Ranged longbow +5 (1d8/x3)
Special Attacks favored enemy (humans +2)
Spells Prepared (CL 1st; concentration +2)
1st—*Speak with animals*

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 18
Feats Andoren Falconry (see below), Animal Affinity, Endurance, Two-Weapon Defense, Two-Weapon Fighting
Skills Diplomacy +4, Handle Animal +9, Knowledge (history) +3, Knowledge (nature) +7, Knowledge (nobility) +3, Linguistics +2, Perception +8, Ride +7, Sense Motive +5
Languages Common, Giant, Goblin
SQ favored terrain (plains +2), hunter's bond (falcon animal companion), track +2, wild empathy +4
Combat Gear holy water (2); **Other Gear** masterwork breastplate, longbow with 20 arrows, masterwork longsword, masterwork short sword, greatcoat, grooming kit

SPECIAL ABILITIES

Feats This Eagle Knight has the Andoren Falconry feat, which

grants him a +4 bonus on Handle Animal checks with birds of prey and treats his ranger level as 1 higher for the purpose of determining animal companion abilities (see *Pathfinder Chronicles Campaign Setting* 63).

The Eagle Knights represent the freedom and self-determination that all Andorens have fought and died for. They are the best hope for democracy in Avistan. At least, that's what they believe. Around the Inner Sea, the knights represent anything from allies, to saviors, to friendly competition, to bitter enemies. While most members of this order are benevolent, any zealot could cross the line, even those with equality on his lips.

ASMODEUS: SECRET BUREAUCRAT **CR 2**

XP 600
Human cleric of Asmodeus 3
LE Medium humanoid (human)
Init –1; **Senses** Perception +3

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)
hp 16 (3d8+3)
Fort +4, **Ref** +0, **Will** +6

OFFENSE

Speed 30 ft.
Melee light mace +2 (1d6)
Ranged hand of the acolyte (light mace) +5 (1d6)
Special Attacks channel negative energy 4/day (DC 12, 2d6), hand of the acolyte (6/day)
Domain Spell-Like Abilities (CL 3rd; concentration +6) 6/day—touch of law
Spells Prepared (CL 3rd; concentration +6)
2nd—*align weapon*^D, *lesser restoration*, *undetachable alignment* (DC 15)
1st—*command* (DC 14), *divine favor*, *protection from chaos*^D, *sanctuary* (DC 14)
0 (at will)—*bleed*, *detect magic*, *mending*, *read magic*
D Domain spell; **Domains** Law, Magic

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 15, **Wis** 16, **Cha** 13
Base Atk +2; **CMB** +2; **CMD** 11
Feats Deceitful, Selective Channeling, Skill Focus (Sense Motive)
Skills Bluff +6, Diplomacy +7, Disguise +4, Knowledge (planes) +7, Knowledge (religion) +8, Profession (barrister) +6, Sense Motive +12
Languages Celestial, Common, Infernal
SQ aura
Gear +1 *studded leather*, dagger, light mace, law books, leather satchel, parchment

The Prince of Darkness's conniving faithful insinuate themselves so easily into positions of quiet power that any public office in any nation can claim to have been held by



an Asmodean at one point or another. Outside of Cheliax, Asmodeus's faithful work quietly and tirelessly behind the scenes, rarely forming large churches or cults but rather creating a small network of trusted conspirators. They detest the chaos caused by outright rebellion or bloody conquest and prefer to change any system from within, unobtrusively altering the rules to their benefit. Their touch is subtle: new tax laws that favor corrupt business practices, reinterpretations of old precedents to free nonviolent criminals, or impossibly complicated legal wording.

BELKZEN: ORC BERSERKER CR 1

XP 400

Orc barbarian 2 (*Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

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

DEFENSE

AC 14, touch 11, flat-footed 15 (+5 armor, +1 Dex, -2 rage)

hp 23 (2d12+10)

Fort +7, **Ref** +0, **Will** +1

Defensive Abilities ferocity, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee greataxe +9 (1d12+10/x3), bite +4 (1d4+3)

Ranged javelin +2 (1d6+7)

Special Attacks rage (8 rounds/day), rage powers (animal fury)

Base Statistics When not raging, the berserker's stats are **AC** 16; **hp** 19; **Fort** +5, **Will** -1; **Melee** greataxe +7 (1d12+7/x3);

Ranged javelin +2 (1d6+5); **Str** 20, **Con** 14, **CMB** +7, **CMD** 18

STATISTICS

Str 24, **Dex** 13, **Con** 18, **Int** 6, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +9; **CMD** 20

Feats Power Attack

Skills Intimidate +5, Survival +4

Languages Common, Orc

SQ fast movement, weapon familiarity

Gear scale mail, greataxe, javelins (2)

While the common orc is a fearsome opponent, more terrifying still are those berserkers who lose themselves in the heat of battle, becoming more animal than humanoid. These howling beasts are eagerly recruited by power-hungry warlords or hired away by other humanoids as mercenaries.

BELKZEN: ORC SHAMAN CR 1

XP 400

Orc adept 3 (*Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

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

DEFENSE

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

hp 19 (3d6+9)

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

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk morningstar +4 (1d8+2)

Ranged javelin +0 (1d6+2)

Spells Prepared (CL 3rd; concentration +3)

1st—*bless*, *cause fear* (DC 11)

0—*create water*, *guidance*, *touch of fatigue* (DC 10)

STATISTICS

Str 15, **Dex** 9, **Con** 12, **Int** 6, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 12

Feats Alertness, Light Armor Proficiency, Persuasive

Skills Diplomacy +0, Heal +4, Intimidate +5, Knowledge (history) +2

Languages Common, Orc

SQ summon familiar (toad), weapon familiarity

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

Gear masterwork chain shirt, javelins (2), masterwork morningstar, spirit fetishes

The orcs of Belkzen worship a variety of “gods,” and the shaman is the agent of these entities. They fill the roles of healers, advisors, and battle-casters among orc tribes.

BELKZEN: ORC SKOLL (WORG RIDER) CR 1

XP 400

Orc fighter 2 (*Pathfinder RPG Bestiary* 222)

NE Medium humanoid (orc)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 13 (2d10+2)

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

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +6 (1d8+2/x3)

Ranged shortbow +4 (1d6/x3)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16

Feats Animal Affinity, Mounted Combat, Weapon Focus (battleaxe)

Skills Handle Animal +4, Knowledge (geography) +1, Ride +6, Survival +6

Languages Common, Orc

SQ weapon familiarity

Gear masterwork hide armor, masterwork heavy wooden shield, masterwork battleaxe, shortbow with 20 arrows, exotic military saddle



The skulls, those few orcs brave enough, strong enough, and loathsome enough to “tame” a worg, hold a powerful place in orc society: they are revered for their prowess and primal spirit yet hated out of jealousy for their powerful ally. Because of this, most skulls exist on the fringes of orc society, more wild animal than thinking creature.

BOGGARD: HOPPING WARPRIEST CR 4

XP 1200

Boggard cleric of Gogunta 1/fighter 1 (*Pathfinder RPG Bestiary* 37)

CE Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 armor, +3 natural, +1 shield)

hp 43 (5 HD; 4d8+1d10+21)

Fort +9, **Ref** +1, **Will** +5

OFFENSE

Speed 15 ft., swim 20 ft.

Melee mwk heavy mace +9 (1d8+4), tongue +2 touch (sticky tongue)

Special Attacks channel negative energy 3/day (DC 10, 1d6), terrifying croak (DC 14)

Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—touch of chaos

5/day—icicle (1d6 cold damage)

Spells Prepared (CL 1st; concentration +3)

1st—*cure light wounds, magic weapon, obscuring mist*^D

o (at will)—*create water, resistance, virtue*

D Domain spell; **Domains** Chaos, Water

STATISTICS

Str 19, **Dex** 11, **Con** 18, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 17

Feats Cleave, Elemental Channel (fire), Power Attack, Weapon Focus (heavy mace)

Skills Acrobatics –4 (+12 jump), Craft (sculptures) +2, Knowledge (religion) +3, Perception +0, Stealth –3 (+5 in swamps), Swim +12

Languages Boggard

SQ aura, hold breath, swamp stride

Gear hide armor, light wooden shield, masterwork heavy mace, fine whittling knife, unholy symbol

When the putrid mother Gogunta first laid the eggs of Golarion’s swamps, she entrusted her boggards to watch after them and see them grow. Now her loyal warpriests frantically attempt to glean ways to please her from the mad rambles of their bloated priest-kings, and push back violently against any encroachment on the sacred wetlands, real or imagined. Guided only by a capricious demon-goddess and mad babbling, the cult of Gorgunta often flails wildly in the search for their proper path.

BREVOY: DUELIST FOR HIRE CR 1

XP 400

Human fighter 1/rogue 1

N Medium humanoid (human)

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

DEFENSE

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

hp 12 (2 HD; 1d10+1d8+3)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18–20)

Ranged dagger +4 (1d4+1/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Acrobatics +7, Bluff +4, Diplomacy +3, Intimidate +4, Knowledge (nobility) +1, Perception +7, Perform (Dance) +3, Sense Motive +6, Sleight of Hand +7

Languages Common, Varisian

SQ trapfinding +1

Gear leather armor, buckler, dagger, rapier, letters of recommendation, rare perfume (4 doses)

Brevoy’s most notable contribution to Golarion’s political realm is its abundance of fencers-for-hire. In much of the world, honor duels and trials by combat are still considered acceptable. Some swordsmen, called blade arbiters, act as proxies, helping to settle civil and legal matters with quick and entertaining displays.

CHELIAX: HELLKNIGHT ARMIGER CR 2

XP 600

Human fighter 3

LN Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 22, touch 11, flat-footed 21 (+8 armor, +1 Dex, +3 shield)

hp 31 (3d10+15)

Fort +6, **Ref** +2, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +6 (1d8+2/19–20)

Ranged heavy crossbow +4 (1d10/19–20)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Improved Bull Rush, Iron Will, Power Attack, Shield Focus, Toughness

Skills Intimidate +5, Knowledge (religion) +1, Linguistics +1,

Perception +2, Sense Motive +4

Languages Common, Infernal

SQ armor training 1

Gear masterwork half-plate, heavy steel shield, heavy crossbow with 10 bolts, masterwork longsword, masterwork manacles

Trained in battle against devils so that they fear no mortal threat, the Hellknights are a powerful force of order in Cheliax and nearby lands. Those who have not yet attained the rank of Hellknight are called armigers.

CHELIAX: NOBLE INDISCRETION CR 1

XP 400

Tiefling fighter 1/rogue 1 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 9 (2 HD; 1d10+1d8)

Fort +2, **Ref** +4, **Will** -1

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee longsword +2 (1d8+1/19-20)

Ranged mwk hand crossbow +4 (1d4/19-20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 2nd; concentration +3)

1/day—darkness

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Sleight of Hand)

Skills Acrobatics +6, Appraise +8, Bluff +8, Diplomacy +3, Knowledge (local) +8, Knowledge (nobility) +5, Perception +4, Sleight of Hand +10, Stealth +9

Languages Common, Halfling, Infernal, Osiriani, Varisian

SQ trapfinding

Combat Gear smokestick; **Other Gear** leather armor, masterwork hand crossbow with 20 bolts, longsword, bloodroot (2 doses), oil of taggit (1 dose), tindertwigs (5)

Many noble estates in Cheliax sport a few tiefling servants who resemble their employers. Twisted and angry, the tieflings are ever eager to prove their loyalty and win the respect of their sires. Most eagerly pass along rumors, steal from houseguests, and even kill for a chance to embrace the role in society they believe they deserve.

CHELIAX: SCION OF THRONE CR 1

XP 400

Human aristocrat 3

LE Medium humanoid (human)

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

DEFENSE

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

hp 10 (3d8-3)

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +2 (1d8-1/19-20)

STATISTICS

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

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

Feats Noble Scion (Throne; see below), Persuasive, Skill Focus (Sense Motive)

Skills Bluff +7, Diplomacy +8, Intimidate +9, Knowledge (nobility) +6, Knowledge (religion) +4, Linguistics +4, Perform (Dance) +6, Sense Motive +11

Languages Common, Elven, Infernal

Gear leather armor, masterwork longsword, *elixir of love*, jewelry (worth 150 gp), noble's outfit

SPECIAL ABILITIES

Feats This scion has the Noble Scion feat, which gives Infernal as a bonus language (see *Pathfinder Chronicles Campaign Setting* 71).

A noble line counts more than just immediate descendants among its family tree. As a house succeeds, more and more opportunists crawl out of the branches, claiming whatever tenuous blood relation they can and fighting for scraps of wealth and power. Since the ascendancy of the thrice-damned house of Throne, its ranks have swollen tenfold as every cousin and half-blood bastard tears into each other in an orgy of political violence. The wisest enjoy magical assistance, but never rely entirely upon it.

GALT: MOUTHPIECE OF REVOLUTION CR 1

XP 400

Human expert 2/warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Perception +9

DEFENSE

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

hp 13 (3 HD; 2d8+1d10-1)

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

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6/19-20)

Ranged flask of oil +2 (1d6 fire)

STATISTICS

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

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

Feats Alertness, Persuasive, Skill Focus (Perform [Oratory])

Skills Bluff +8, Diplomacy +8, Intimidate +10, Perception +9, Perform (Oratory) +8, Sense Motive +7



Languages Common

Combat Gear oil flask (5, already prepared with rag fuses), thunderstone; **Other Gear** leather armor, short sword, rakish hat, tindertwigs (10)

The sword was once a noble's heirloom and the fancy hat formerly crowned a corrupt merchant; now the original owners' blood stains the cobbles and the mouthpiece of revolution wields the true power in Galt's anarchy. This gifted rabble-rouser and demagogue stirs the commoners into a fighting fervor and leads attacks on all enemies of the people. He may be a fierce proponent of liberty—or a provocateur sowing chaos for the highest bidder.

GEB: BLOOD LORD BUREAUCRAT CR 2

XP 600

Human necromancer 3
LE Medium humanoid (human)
Init +0; **Senses** Perception +1

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 armor)
hp 22 (3d6+12)
Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.
Melee mwk quarterstaff +3 (1d6+1)
Special Attacks channel negative energy 5/day (DC 13, command undead only)
Arcane School Spell-Like Abilities (CL 3rd, concentration +5) 5/day—grave touch
Spells Prepared (CL 3rd; concentration +5)
2nd—*command undead*, *detect thoughts* (DC 14), *spectral hand*
1st—*chill touch* (DC 13), *obscuring mist*, *ray of enfeeblement*, *shield*
o (at will)—*bleed* (DC 12), *detect magic*, *light*, *ray of frost*, *touch of fatigue* (DC 12)

Opposition Schools Conjunction, Illusion

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 14, **Wis** 13, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 12
Feats Command Undead, Great Fortitude, Improved Channel, Scribe Scroll, Toughness
Skills Appraise +7, Diplomacy +2, Intimidate +3, Knowledge (arcana) +8, Knowledge (history) +7, Linguistics +8
Languages Common, Draconic, Gnoll, Infernal, Kelish, Osiriani
SQ arcane bond (amulet), power over undead
Gear *bracers of armor* +1, masterwork quarterstaff, acolyte robes, bonded amulet, government credentials, spellbook

Despite public perception, the ranks of Blood Lords rarely coddle the eager necromancer who lacks the good sense to die. While intelligent undead occupy many of the seats of power, living mortals must endure grueling fieldwork:

collecting taxes, leading investigations, even surveying hostile territory. Strong members of their caste toughen quickly, while the weak flee or die out, making the publicans of Geb a tireless and thorough lot.

HERMEA: AGENT OF THE ENLIGHTENMENT CR 1

XP 400

Human bard 1/rogue 1
N Medium humanoid (human)
Init +1; **Senses** Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 10 (2d8+2)
Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.
Melee dagger +0 (1d4/19–20) or whip +0 (1d3)
Ranged dagger +1 (1d4/19–20)
Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate, inspire courage +1), sneak attack +1d6
Spells Known (CL 1st; concentration +3)
1st (2/day)—*charm person* (DC 13), *disguise self*
o (at will)—*detect magic*, *know direction*, *message*, *read magic*

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 15, **Wis** 10, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 11
Feats Deceitful, Skill Focus (Bluff)
Skills Bluff +11, Diplomacy +8, Disguise +9, Escape Artist +5, Handle Animal +3, Intimidate +9, Knowledge (geography) +7, Knowledge (local) +7, Linguistics +7, Perception +6, Perform (Sing) +7, Sense Motive +5, Sleight of Hand +4, Stealth +4, Use Magic Device +7
Languages Common, Draconic, Hallit, Osiriani, Skald, Varisian
SQ bardic knowledge +1, trapfinding +1
Combat Gear smokestick, thunderstone; **Other Gear** chain shirt, concealed daggers (4), whip disguised as a belt, disguise kit, notebook, quill, tindertwigs (5)

Hermea's Agents of Enlightenment are dispatched into the world to track events and people of interest for their nation and its draconic patron. Except to recruit new citizens, agents rarely involve themselves in a situation directly, but in times of crisis they are quick with advice, and quicker still with hidden weapons.

IRRISEN: RAGE WORG CR 4

XP 1200

Worg barbarian 2 (*Pathfinder RPG Bestiary* 280)
CE Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8



DEFENSE

AC 15, touch 11, flat-footed 12 (+2 armor, +3 Dex, +2 natural, -2 rage)

hp 67 (6 HD; 4d10+2d12+32)

Fort +12, **Ref** +7, **Will** +5

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+10 plus trip)

Special Attacks rage (9 rounds/day), rage powers (no escape)

Base Statistics When not raging, the worg's statistics are **AC** 17, touch 13, flat-footed 14; **hp** 55; **Fort** +10, **Will** +3; **Melee** bite +11 (1d6+7 plus trip); **Str** 21, **Con** 17; **CMB** +11, **CMD** 24 (28 vs. trip); **Skills** Climb +9, Swim +9

STATISTICS

Str 25, **Dex** 17, **Con** 21, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Endurance, Intimidating Prowess, Step Up

Skills Climb +11, Intimidate +10, Perception +8, Stealth +9, Survival +10, Swim +11

Languages Goblin, Hallit

SQ fast movement

Gear masterwork leather barding

The weak, mewling creatures of the world crumble before the rage worgs, elite hunters and scouts of Irrisen's monstrous armies. More terrifying and bestial than their common ilk and yet altogether more intelligent and plotting, rage worgs stalk the borders and man the front lines of horrible armies to sate their addiction to sadism and death. Barely controlled at the best of times, they run like mad dogs through the countryside, destroying loyal Irrisen villages solely to vent their rage.

ISGER: GOBLIN CHITTERBACK

CR 1/2

XP 200

Goblin fighter 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 size)

hp 6 (1d10+1)

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

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d6+1/x3) or short sword +3 (1d4+1/19-20)

Ranged shortbow +3 (1d4/x3)

STATISTICS

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

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

Feats Improved Initiative, Quick Draw

Skills Craft (armor) +4, Handle Animal +4, Knowledge

(geography) +1, Ride +5, Stealth +5

Languages Goblin

Combat Gear tanglefoot bags (2); **Other Gear** scale mail, longspear, shortbow with 20 arrows, short sword, sack of dead rats, long stick, length of string

Mean-spirited, stupid, and hard to control, goblins take to war more like rioters than soldiers; spiders behave no better. Frequently, the spider simply does as it will, with a sputtering goblin chitterback merely along for the ride. Goblin chitterbacks are an especially common sight within Isger, where the long winters and high population of giant spiders creates an easily collected stable of mounts for the local tribes each spring.

ISGER: GOLDEN ERINYES NOVICE

CR 2

XP 600

Female human monk 3

LE Medium humanoid (human)

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

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 Wis)

hp 22 (3d8+9)

Fort +5, **Ref** +6, **Will** +4; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d6+1) or mwk spiked chain +6 (2d4+1) or flurry of blows +4/+4 (1d6+1)

Ranged dart +5 (1d4+1)

Special Attacks flurry of blows, stunning fist (3/day, DC 12)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 18

Feats Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Finesse

Skills Acrobatics +9 (+13 jump), Intimidate +6, Knowledge (history) +3, Knowledge (religion) +4, Perception +7

Languages Common, Infernal

SQ fast movement, maneuver training

Gear masterwork spiked chain, darts (10), black adder venom (2 doses), habit, prayer book

The Sisters of the Golden Erinyes, Isger's so-called devil nuns, inspire both fear and admiration for their unwavering resolve and their merciless fighting style. Beginning in childhood, the sisters beat weakness from their orphaned charges, tempering body and mind in the fires of Hell. But ultimately, those fires char all things equally, and the devil nuns are among Golarion's truest proponents of equality for every human, despite their servitude to Asmodeus.



JALMERAY: MONK OF UNTWISTING IRON CR 2

XP 600

Human monk 3
LN Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 Wis)
hp 28 (3d8+15)
Fort +6, **Ref** +4, **Will** +4; +2 vs. enchantment
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee unarmed strike +4 (1d6+2) or
mwk quarterstaff +5 (1d6+3) or
flurry of blows +3/+3 (1d6+2)

Ranged sling +3 (1d4+2)

Special Attacks flurry of blows, stunning fist (3/day, DC 12)

STATISTICS

Str 14, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 16
Feats Combat Reflexes, Improved Unarmed Strike, Scorpion Style, Stand Still, Step Up, Stunning Fist, Toughness
Skills Acrobatics +7, Climb +8, Craft (Poetry) +6, Knowledge (history) +6, Perception +7
Languages Common, Vudrani
SQ fast movement, maneuver training
Gear masterwork quarterstaff, sling

An iron rod planted in the earth bows to neither howling winds nor the crack of lightning; just as that iron rod fulfills its purpose, so too do the students of the Monastery of Untwisting Iron. Pupils learn to root themselves, and through such mastery, control an enemy's movements.

KATAPESH: OKENO SLAVER CR 2

XP 600

Human fighter 1/rogue 2
NE Medium humanoid (human)
Init +2; **Senses** Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)
hp 20 (3 HD; 1d10+2d8+6)
Fort +4, **Ref** +5, **Will** +1
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee sap +4 (1d6+2 nonlethal) or
scimitar +5 (1d6+2/18–20)
Ranged net +5 ranged touch (entangle)
Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 16

Feats Athletic, Deceitful, Point Blank Shot, Weapon Focus (net), Weapon Focus (scimitar)

Skills Bluff +7, Climb +3, Diplomacy +4, Disguise +2, Intimidate +6, Knowledge (local) +5, Linguistics +5, Perception +6, Profession (merchant) +6, Sense Motive +6, Stealth +5, Survival +4, Swim +3

Languages Common, Gnoll, Kelish, Osiriani, Polyglot

SQ rogue talents (weapon training), trapfinding +1

Combat Gear *potion of cure light wounds*, *potions of stabilize* (2), thunderstone (2); **Other Gear** +1 *chain shirt*, buckler, nets (3), sap, scimitar

For all their majesty, the great civilizations of the Inner Sea would be nothing but warring tribes in mud huts without cheap labor. Ever the realists, the entrepreneurs of Okeno simply dispense with paltry titles like “day laborer” or “freedman” and bring to market the one resource that backs all currency: human lives. Despite their brutality and lack of compassion, slavers are masters of taking prey alive and relatively uninjured. After all, no one builds walls with a broken arm, and a corpse fetches only a fraction of the price of living stock.

KATAPESH: ZEPHYR GUARD CR 2

XP 600

Human fighter 3
LN Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)
hp 22 (3d10+6)
Fort +5, **Ref** +3, **Will** +3; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee mwk scimitar +6 (1d6+2/18–20)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats Alertness, Combat Expertise, Improved Disarm, Iron Will, Power Attack
Skills Climb +2, Knowledge (local) +2, Linguistics +4, Perception +5, Profession (soldier) +6, Sense Motive +5
Languages Common, Dwarven, Kelish, Osiriani, Vudrani
SQ armor training 1, bravery +1
Combat Gear *potion of cure light wounds*; **Other Gear** masterwork chainmail, heavy wooden shield, masterwork scimitar, *zephyr amulet* (as *everburning torch*, but occupies the neck slot), masterwork manacles, signal whistle

Drawn from across the world and paid a king's ransom for their services, the Zephyr Guard keeps the peace in and around Katapesh. Facing all manner of visitors and invaders, individual guards excel at adapting their fighting style to exploit an opponent's weaknesses. Their techniques





shift as freely as the desert sands, mingling the soft twists of Tien monks and the harsh steps of berserkers from the Lands of the Linnorm Kings with a dozen other martial schools gathered from across Golarion. What would be a clumsy jumble of maneuvers in a lesser warrior's hands becomes an erratic, unpredictable art when tempered by the unwavering discipline of the Zephyr Guard.

KYONIN: GREENSCOUT **CR 1**

XP 400

Elf ranger 2

CG Medium humanoid (elf)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +2 (1d8+1/19–20), kukri +1 (1d4/18–20)

Ranged longbow +5 (1d8/x3)

Special Attacks favored enemy (goblinoids +2)

STATISTICS

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

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

Feats Self-Sufficient, Two-Weapon Fighting

Skills Climb +5, Handle Animal +5, Heal +7, Knowledge (geography) +4, Knowledge (nature) +4, Perception +8, Sense Motive +2, Stealth +6, Survival +8

Languages Common, Elven

SQ elven magic, track +1, weapon familiarity, wild empathy +2

Gear masterwork chain shirt, kukri, longbow with 20 arrows, masterwork longsword, heavy cloak

Kyonin's greenscouts serve as the public face given to most elven matters of defense at home and abroad. Part border guard, part roving lawman, the Greenscouts may spend weeks out of contact with civilization. Their legendary ability to track criminals and enemy soldiers makes even elves pause to reconsider before they flee their crimes. Their duty to Kyonin's security and sanctity occasionally takes Greenscouts abroad to recover lost artifacts, reconnoiter foreign armies, and return elven criminals to Kyonin for proper trial.

KYONIN: NIGHTFALL SNIPER **CR 3**

XP 800

Elf ranger 4

CG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 26 (4d10+4)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8/19–20)

Ranged mwk longbow +10 (1d8/x3)

Special Attacks favored enemy (goblinoids +2)

Spells Prepared (CL 1st; concentration +2)

1st—*longstrider*

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 15, **Wis** 12, **Cha** 8

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

Feats Endurance, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +5, Craft (bows) +9, Handle Animal +6, Knowledge (nature) +9, Knowledge (nobility) +6, Perception +10, Perform (Wind) +3, Stealth +9, Survival +8

Languages Common, Elven, Sylvan, Varisian

SQ elven magic, favored terrain (forest +2), hunter's bond

(companions), track +2, weapon familiarity, wild empathy +3

Combat Gear caltrops; **Other Gear** masterwork chain shirt, longsword, masterwork longbow with 20 arrows, alchemical silver arrows (5), darkwood flute, heavy cloak

While Kyonin welcomes trade and alliances with the human nations, its leaders aren't foolish enough to think all interactions will be peaceful. For protection, the monarchy of Kyonin relies upon its secret defenders, the Nightfall Snipers. So named because their shafts fall as invariably and timely as the sunset, the snipers protect Kyonin and Iadara from the shadows. They operate mostly as guardians within elven lands, but as sure as the sun follows the rain, any traveling agents of the crown will be shadowed by a group of Nightfall Snipers.

LAMASHTU: PERNICIOUS PRIESTESS **CR 2**

XP 600

Human cleric of Lamashtu 3

NE Medium humanoid (human)

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

DEFENSE

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

hp 22 (3d8+9)

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

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4+1/19–20 plus bloodroot poison)

Ranged dagger +2 (1d4+1/19–20 plus poison)

Special Attacks channel negative energy 2/day (DC 12, 2d6)

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

5/day—*copycat* (3 rounds), *vision of madness* (+/–1)

Spells Prepared (CL 3rd; concentration +5)

2nd—*lesser restoration*, *summon monster II*, *touch of idiocy*^D



1st—*bane* (DC 13), *cure light wounds*, *disguise self*^P, *inflict light wounds* (DC 13)
 o (at will)—*create water*, *detect magic*, *stabilize*, *virtue*
D Domain spell; **Domains** Madness, Trickery

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 13
Feats Deceitful, Skill Focus (Craft [alchemy]), Toughness
Skills Bluff +8, Craft (alchemy) +8, Disguise +9, Heal +9, Knowledge (local) +1, Knowledge (nature) +1, Knowledge (religion) +5, Profession (midwife) +6
Languages Common
SQ aura
Gear padded armor, masterwork dagger, alchemist's lab, disguise kit, healer's kit, bloodroot poison (2 doses), striped toadstool poison (3 doses), unholy symbol

A typical Lamashtan priestess is a savage humanoid, scarred and swathed in stinking skins, leading a jabbering clan of monsters in profane revelry. But Lamashtu's faith is open to any who crave or resent maternity and corruption. The embittered spinster, the barren newlywed, the madwoman—all may hear the Mother of Beasts' crooning and eagerly serve her. These pernicious priestesses operate quietly, posing as friendly confectioners, skilled midwives, or outgoing neighborhood mothers while using vile chemicals and spells to twist the bodies and minds of the local unborn. Friendly neighborhoods fall quickly as the weeds of suspicion and shame take root. A priestess may spend weeks or even years settling into a village before beginning her goddess's work, burying her guilt behind scapegoat after scapegoat. By the time suspicion falls upon the true culprit, she has already taken on a new identity miles away.

LASTWALL: CAVALRY OFFICER **CR 2**

XP 600
 Human fighter 2/aristocrat 1
 LG Medium humanoid (human)
Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+8 armor, +1 Dex, +1 shield)
hp 18 (3 HD; 2d10+1d8+3)
Fort +4, **Ref** +1, **Will** +2; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee longsword +4 (1d8+2/19–20) or lance +4 (1d8+2/x3)
Special Attacks mounted charge 3d8+6

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 14
Base Atk +2; **CMB** +4; **CMD** 15
Feats Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge

Skills Diplomacy +7, Handle Animal +7, Knowledge (nobility) +5, Perception +6, Perform (Dance) +6, Ride +1

Languages Common

Combat Gear holy water (2); **Other Gear** masterwork half-plate, light wooden shield, lance, longsword, heavy warhorse

Lastwall's noble cause attracts talented riders and noble scions from across Avistan. True monsters atop a mount, these soldiers tower above the battlefield and break enemy ranks with devastating charges. Every cavalry officer masters war and etiquette alike, and is equally at home in noble solariums as in muddy trenches.

LINNORM KINGS: RAIDER **CR 2**

XP 600
 Human barbarian 2/rogue 1
 CN Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 rage)
hp 29 (3 HD; 2d12+1d8+12)
Fort +7, **Ref** +3, **Will** +2; +2 vs. spells, supernatural abilities, and spell-like abilities
Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.
Melee greataxe +7 (1d12+7/x3)
Ranged throwing axe +3 (1d6+5)
Special Attacks rage (8 rounds/day), rage powers (superstition +2), sneak attack +1d6
Base Statistics When not raging, the raider's stats are **AC** 15, touch 11, flat-footed 14; **hp** 23; **Fort** +5, **Will** +0; **Melee** greataxe +5 (1d12+4/x3); **Ranged** throwing axe +3 (1d4+3); **Str** 17, **Con** 14; **CMB** +5, **CMD** 16

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 13
Base Atk +2; **CMB** +7; **CMD** 18
Feats Athletic, Berserker's Cry (see below), Power Attack
Skills Climb +9, Handle Animal +7, Intimidate +7, Perception +5, Profession (sailor) +4, Survival +6, Swim +9
Languages Common, Skald
SQ fast movement, trapfinding +1
Gear chain shirt, battleaxe, greataxe, throwing axes (4), heavy cloak

SPECIAL ABILITIES

Feats This raider has the Berserker's Cry feat. Once per day as a move action, the barbarian can shout, granting all allies within 60 feet a +1 morale bonus on melee damage for 2 rounds. He may activate this as a free action as part of beginning a rage. See page 93 of the *Pathfinder Chronicles Campaign Setting*.

The raiders from the icy Lands of the Linnorm Kings in the north believe that might makes right and wealth only comes



to those strong enough to keep it. Each raider's fury whips the next into a frenzy, and a group of any notable size is more a force of nature than an organized army.

MEDIOGALTI ISLAND: VERNAI NEGOTIATOR CR 2

XP 600

Human expert 2/rogue 2
LE Medium humanoid (human)
Init +1; **Senses** Perception +11

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 14 (4d8-4)
Fort -1, **Ref** +4, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee mwk dagger +3 (1d4) or
improvised weapon +2 (varies)
Special Attacks sneak attack +1d6
Rogue Spell-Like Abilities (CL 2nd; concentration +4)
3/day—*detect poison*

STATISTICS

Str 10, **Dex** 12, **Con** 8, **Int** 14, **Wis** 14, **Cha** 17
Base Atk +2; **CMB** +2; **CMD** 14
Feats Alertness, Catch Off-Guard, Persuasive
Skills Appraise +8, Bluff +10, Diplomacy +12, Disguise +10,
Heal +6, Intimidate +12, Knowledge (arcana) +6, Knowledge
(geography) +6, Knowledge (history) +6, Knowledge (local)
+9, Knowledge (nobility) +6, Knowledge (religion) +6,
Linguistics +9, Perception +11, Profession (negotiator) +6,
Sense Motive +11
Languages Common, Dwarven, Elven, Infernal, Kelish,
Osiriani, Polyglot
SQ rogue talent (minor magic), trapfinding +1
Gear masterwork dagger, courtier's outfit, parchment and
quills, Red Mantis signet ring, sealing wax

Not every disciple of Achaek or denizen of Mediogalti kills for her god. Some serve as go-betweens and mediators, every bit as cold as their masked kin. The representatives of the Vernai have a keen gift for reading others and dabble in every facet of knowledge. In addition to brokering Mantis services, they often serve as a neutral third party to settle disputes. Fear of the Red Mantis ensures their safety and enforces their decisions, even in the most hostile territory.

MENDEV: WARDSTONE INQUISITOR CR 2

XP 600

Human cleric 1 of Iomedae/paladin 1/ranger 1
LG Medium humanoid (human)
Init -1; **Senses** Perception +11

DEFENSE

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield)

hp 17 (3 HD; 1d8+2d10+3)

Fort +7, **Ref** +1, **Will** +9

OFFENSE

Speed 20 ft.
Melee mwk morningstar +5 (1d8+2)
Ranged heavy crossbow +1 (1d10/19-20)
Special Attacks channel positive energy 4/day (DC 11 [13 vs. undeath], 1d6), favored enemy (evil outsiders +2), smite evil 1/day
Spells Prepared (CL 1st; concentration +4)
1st—*command* (DC 14), *magic weapon*, *shield of faith*^D
0 (at will)—*detect magic*, *guidance*, *resistance*
D Domain spell; **Domains** Glory, Law
Domain Spell-Like Abilities (CL 1st; concentration +4)
6/day—touch of glory +1, touch of law
Paladin Spell-Like Abilities (CL 1st; concentration +2)
At will—*detect evil*

STATISTICS

Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 17, **Cha** 13
Base Atk +2; **CMB** +4; **CMD** 13
Feats Alertness, Alignment Channel (evil), Iron Will
Skills Diplomacy +6, Knowledge (planes) +5, Knowledge
(religion) +6, Perception +11, Sense Motive +11, Spellcraft +4
Languages Abyssal, Common
SQ aura of good, track +1, wild empathy +2
Combat Gear holy water (3); **Other Gear** masterwork chainmail,
light steel shield, heavy crossbow with 20 bolts, masterwork
morningstar, copy of *Banes and Forbiddances of the Demonic*
(a Mendevian demon-hunting guide), silver holy symbol

The crusader theocracy of Mendev guards the world from the taint of the Worldwound, and its inquisitors protect Mendev in turn. They ferret out corruption and possession, beating back those demons who would undermine Mendev's purity. The inquisitors' methods are thorough, and if an innocent occasionally perishes in pursuit of justice, then that is the terrible price that must be paid in protecting the world.

MOLTHUNE: CANORATE OFFICER CR 2

XP 600

Human aristocrat 3/fighter 1
LN Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 shield, +1 Dex)
hp 21 (4 HD; 1d10+3d8+3)
Fort +3, **Ref** +2, **Will** +3; +2 vs. fear
Defensive Abilities Molthuni Discipline

OFFENSE

Speed 20 ft.
Melee longsword +5 (1d8+1/19-20)
Ranged longbow +4 (1d8/x3)



STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 15, **Wis** 10, **Cha** 15
Base Atk +3; **CMB** +4; **CMD** 15
Feats Dazzling Display, Molthuni Discipline (see below),
 Persuasive, Weapon Focus (longsword)
Skills Diplomacy +9, Intimidate +11, Knowledge (engineering)
 +7, Knowledge (history) +9, Knowledge (local) +6, Knowledge
 (nobility) +7, Perception +7, Ride +5, Sense Motive +6
Languages Common, Hallit, Varisian
Gear masterwork breastplate, light steel shield, longbow with
 20 arrows, longsword, identity papers, several royal medals

SPECIAL ABILITIES

Feats This officer has the Molthuni Discipline feat, which grants a +2 bonus on saves against fear effects. Fear effects against him are one category less severe than normal. See page 103 of the *Pathfinder Chronicles Campaign Setting*.

The officers trained by the famed military academies in Canorate are widely respected. Even the greenest of graduates has pored over tomes of military history and are quick to spot and exploit flaws in enemy ranks. A trained officer's expertise quickly demoralizes lesser opponents, and more than one battle has been won by the keen eyes and unshakeable resolve of a Canorite officer.

MWANGI EXPANSE: WALKENA CULTIST CR 2

XP 600
 Human commoner 1/warrior 3
 N Medium humanoid (human)
Init +0; **Senses** Perception +4

DEFENSE

AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield)
hp 26 (4 HD; 1d6+3d10+7)
Fort +4, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee club +6 (1d6+2)
Ranged throwing axe +2 (1d6+2)

STATISTICS

Str 15, **Dex** 10, **Con** 12, **Int** 11, **Wis** 8, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 15
Feats Athletic, Iron Will, Weapon Focus (club)
Skills Climb +7, Handle Animal +4, Knowledge (religion) +2,
 Perception +4, Perform (Dance) +1, Profession (farmer) +6,
 Swim +7
Languages Polyglot
Gear leather armor, light wooden shield, club, throwing axes (2)

Only a fool does not believe his own eyes, and the followers of Walkena, Child-God of Mzali, have laid eyes upon a great many wonders. First-hand experience hones their faith into an unbreakable confidence, transforming even simple farmers into fierce soldiers when called upon to defend their

god or beliefs. Their fanaticism is especially compelling as their rewards and punishments await them in this life rather than being promised in some shadowy hereafter.

MWANGI EXPANSE: WALKENA PRIEST CR 2

XP 600
 Human cleric of Walkena 3
 N Medium humanoid (human)
Init -1; **Senses** Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)
hp 16 (3d8+3)
Fort +4, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.
Melee mwk quarterstaff +4 (1d6+1)
Special Attacks channel negative energy 5/day (DC 13, 2d6)
Domain Spell-Like Abilities (CL 3rd; concentration +5)
 5/day—calming touch, storm burst
Spells Prepared (CL 3rd; concentration +5)
 2nd—*cure moderate wounds*, *fog cloud*^D, *hold person* (DC 15)
 1st—*bless*^D, *command* (DC 14), *doom*, *sanctuary* (DC 13)
 0 (at will)—*create water*, *guidance*, *light*, *purify food and drink*
D Domain spell; **Domains** Community, Weather

STATISTICS

Str 12, **Dex** 8, **Con** 12, **Int** 13, **Wis** 15, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 12
Feats Persuasive, Scribe Scroll, Spell Focus (enchantment)
Skills Diplomacy +10, Intimidate +6, Knowledge (religion) +6,
 Linguistics +6, Perform (Sing) +4, Sense Motive +8, Spellcraft +5
Languages Common, Kelish, Polyglot, Terran
SQ aura
Combat Gear *scroll of cure light wounds*; **Other Gear** +1 *studded leather*, masterwork quarterstaff, Walkena idol

The priest caste of the child-god Walkena carries his edicts to the people—and depending on his mood, these edicts may be great boons to the faithful, bringing rain and healing the sick, or ill omens threatening fire and darkness.

NEX: ARCLORD HISTORIAN CR 1

XP 400
 Gnome expert 1/wizard 2
 N Small humanoid (gnome)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 17 (3 HD; 1d8+2d6+6)
Fort +2, **Ref** +2, **Will** +5; +2 vs. illusions
Defensive Abilities defensive training

OFFENSE

Speed 20 ft.
Melee quarterstaff +0 (1d4-2)



Ranged heavy crossbow +4 (1d8/19–20)

Special Attacks hand of the apprentice 5/day, hatred

Gnome Spell-Like Abilities (CL 3rd, concentration +5)

1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

Spells Prepared (CL 2nd; concentration +4)

1st—*alarm*, *animate rope*, *comprehend languages*
o (at will)—*daze* (DC 12), *detect magic*, *mage hand*, *read magic*

STATISTICS

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

Base Atk +1; **CMB** –2; **CMD** 10

Feats Alertness, Eye of the Arclord (see below), Scribe Scroll, Skill Focus (Knowledge [history])

Skills Appraise +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +6, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +8, Linguistics +8, Perception +8, Profession (scribe) +6, Spellcraft +6

Languages Ancient Osiriani, Azlanti, Common, Draconic, Dwarven, Gnome, Osiriani, Kelish, Terran, Vudrani

SQ arcane bond (hawk familiar), gnome magic, weapon familiarity

Combat Gear *scroll of see invisibility*, *wand of magic missile* (10 charges); **Other Gear** heavy crossbow with 20 bolts; shoulder bag containing notes, glasses, pipe, and pouch of tobacco; silk rope

SPECIAL ABILITIES

Feats This scholar has the Eye of the Arclord feat; as a standard action, he can open a visible third eye for up to 2 minutes/day. The eye grants +1 CL to divination spells, darkvision 60 feet, a +8 bonus on Perception checks to notice invisible creatures, and allows him to use *detect magic* at will (see *Pathfinder Chronicles Campaign Setting* 109).

The Arclords attract a variety of students seeking arcane knowledge, but no group takes to the twisted, often hidden history of Nex and Geb with the same passion as gnomes. Arclord historians spend much of their time among moldering old books, but the nature of Golarion history sometimes demands forays into dangerous tombs and forbidden libraries.

NIDAL: UMBRAL FLAGELLANT

CR 1

XP 400

Human cleric of Zon-Kuthon 2

LE Medium humanoid (human)

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

DEFENSE

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

hp 13 (2d8+4)

Fort +4, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk spiked chain +4 (2d4+2)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks channel negative energy 2/day (DC 10, 1d6)

Spells Prepared (CL 2nd; concentration +4)

1st—*bane*, *cause fear*, *obscuring mist*^D, *protection from good*
o (at will)—*bleed*, *detect poison*, *resistance*, *stabilize*

D Domain spell; **Domains** Darkness, Evil

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day—touch of darkness, touch of evil

STATISTICS

Str 15, **Dex** 12, **Con** 13, **Int** 12, **Wis** 14, **Cha** 8

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

Feats Blind-Fight, Self-Sufficient

Skills Heal +9, Knowledge (religion) +6, Perception +3, Profession (torturer) +7, Survival +5

Languages Common

SQ aura

Gear chainmail, light crossbow with 10 bolts, masterwork spiked chain, copy of *Umbral Leaves*

As devotees of Zon-Kuthon, the Umbral Flagellants revel in the pleasures of torment. Members of the church are also studied in the healing arts and may provide treatment or knowledge if it ultimately suits the Midnight Lord's goals.

NIRMATHAS: FANGWOOD LIBERATOR

CR 2

XP 400

Human commoner 3/warrior 1

CG Medium humanoid (human)

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

DEFENSE

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

hp 19 (4 HD; 3d6+1d10+4)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee sickle +2 (1d6)

Ranged longbow +4 (1d8/x3)

STATISTICS

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

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

Feats Nimble Moves, Point-Blank Shot, Skill Focus (Stealth)

Skills Acrobatics +3, Craft (bows) +4, Knowledge (local) +3, Perception +5, Profession (farmer) +6, Stealth +5, Survival +3

Languages Common

Combat Gear caltrops (2); **Other Gear** studded leather, dagger, longbow with 20 arrows, sickle, flint and steel, hunk of cheese

Nirmathas's desperate farmers have held the entire Molthuni army at bay for years. Masters of quick and messy ambushes, they are skilled at fighting in the thick Nirmathi forests and can disappear into the brambles without warning, leaving enemy soldiers confused and injured.



NORGORBER: SKINSAW CULTIST CR 2

XP 600
 Human cleric of Norgorber 3
 NE Medium humanoid (human)
Init +6; **Senses** Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 16 (3d8+3)
Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.
Melee mwk short sword +5 (1d6+1/19–20)
Ranged heavy crossbow +4 (1d10/19–20)
Special Attacks channel negative energy 3/day (DC 11, 2d6)
Domain Spell-Like Abilities (CL 3rd; concentration +5)
 5/day—bleeding touch, copycat (3 rounds)
Spells Prepared (CL 3rd; concentration +5)
 2nd—*cat's grace*, *invisibility*^D, *undetected alignment*
 1st—*command*, *disguise self*^D, *poisoned egg* (*Pathfinder Chronicles: Gods and Magic* 29), *shield of faith*
 o (at will)—*bleed* (DC 12), *guidance*, *light*, *mending*
D Domain spell; **Domains** Death, Trickery

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 15
Feats Improved Initiative, Stealthy, Weapon Finesse
Skills Acrobatics +4, Bluff +5, Escape Artist +4, Knowledge (local) +3, Knowledge (religion) +4, Sleight of Hand +4, Stealth +9
Languages Common
SQ aura
Combat Gear acid flask (3); **Other Gear** +1 studded leather, heavy crossbow with 10 bolts, masterwork short sword, black mask, egg

As the most proactive of Norgorber's worshipers, the Cult of Father Skinsaw embraces its patron's role as god of murder. Many members hold conventional jobs and social positions, staying close to those they slaughter in the guise of business partners, maids, or military commanders.

OSIRION: RISEN GUARDSMAN CR 3

XP 800
 Human fighter 2/rogue 2
 LN Medium humanoid (human)
Init +6; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 34 (4 HD; 2d10+2d8+14)
Fort +5, **Ref** +6, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee mwk khopesh +7 (1d10+3/19–20)
Ranged mwk dart +6 (1d4+2)
Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats Alertness, Improved Disarm, Improved Initiative, Power Attack, Toughness, Weapon Focus (khopesh)
Skills Acrobatics +7, Disguise +3, Intimidate +6, Knowledge (nobility) +2, Perception +10, Profession (guard) +5, Sense Motive +10, Sleight of Hand +6, Stealth +8
Languages Common, Osiriani
SQ rogue talent (combat trick), trapfinding +1
Combat Gear *potion of cure light wounds*, *potions of stabilize* (2); **Other Gear** masterwork chain shirt, masterwork darts (5), masterwork khopesh (see *Pathfinder Chronicles Campaign Setting* 209), guardsman uniform, disguise kit

No protectors are more loyal or more effective than the Risen Guardsmen of Osirion's royal court. Having already died once, they have transcended fear of mortality and now dedicate themselves solely to protecting their charges. Most Risen Guardsmen flank their charges, readily visible. Other specialize in observing nobles unseen, disguising themselves as servants, counselors, or petitioners in the crowd.

QADIRA: KATHEER CONJURER CR 2

XP 600
 Half-elf conjurer 3
 N Medium humanoid (elf, human)
Init +1; **Senses** low-light vision, Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)
hp 10 (3d6)
Fort +0, **Ref** +2, **Will** +4; +2 enchantment
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk dagger +2 (1d4/19–20)
Spell-Like Abilities (CL 3rd; concentration +6)
 6/day—acid dart (1d6+1 acid)
Spells Prepared (CL 3rd; concentration +6)
 2nd—*eagle's splendor*, *minor image* (DC 15), *summon monster II*
 1st—*comprehend languages*, *summon monster I* (2), *unseen servant*
 o (at will)—*detect magic*, *message*, *prestidigitation*, *read magic*
Opposition Schools Evocation, Necromancy

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 16, **Wis** 12, **Cha** 15
Base Atk +1; **CMB** +1; **CMD** 12
Feats Alertness, Augment Summoning, Scribe Scroll, Skill Focus (Knowledge [planes]), Spell Focus (conjunction)
Skills Appraise +10, Diplomacy +5, Intimidate +4, Knowledge



(nobility) +8, Knowledge (planes) +11, Sense Motive +3, Spellcraft +9

Languages Auran, Common, Elven, Ignan, Kelish

SQ arcane bond (raven familiar), elf blood, multitalented, summoner's charm

Combat Gear *scroll of obscuring mist*, *scroll of summon swarm*;

Other Gear *bracers of armor* +1, masterwork dagger, chalk, entertainer's outfit, incense, spellbook

Straddling the positions of court magician and aspiring politician, these trained wizards lust for power and influence. They call upon extra-dimensional creatures and otherworldly allies when most politicians would rely on underlings and mortal connections.

RAHADOU: ATHEIST PHILOSOPHER CR 1/2

XP 200

Human expert 2

N Medium humanoid (human)

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

DEFENSE

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

hp 9 (2d8)

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

OFFENSE

Speed 30 ft.

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

Ranged dagger +0 (1d4-1/19-20)

STATISTICS

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

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

Feats Godless Healing (see page 25), Persuasive

Skills Diplomacy +7, Intimidate +7, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Knowledge (engineering) +2, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +2, Knowledge (nobility) +5, Knowledge (planes) +2, Knowledge (religion) +5, Linguistics +3, Perform (Comedy) +2, Perform (Oratory) +5, Use Magic Device +2

Languages Celestial, Common, Infernal, Osiriani

Gear leather armor, dagger, bedroll, rations

The role of humanity without gods is a topic still passionately argued in Rahadoum. Almost every citizen in the Kingdom of Man loves a vigorous debate, and this tendency has given rise to an entire class of wandering philosophers who journey from town to town to trade ideas and espouse theories. Some even journey overseas, hoping to teach outsiders the value of self-reliance and the foolishness of worship.

RAZMIRAN: PRIEST OF THE THIRD STEP CR 1

XP 400

Human sorcerer 2

LE Medium humanoid (human)

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

DEFENSE

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

hp 11 (2d6+4)

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

OFFENSE

Speed 30 ft.

Melee sap +2 (1d6+1 nonlethal) or

mwk spear +3 (1d8+1/x3) or

unarmed strike +2 (1d3+1 nonlethal)

Ranged light crossbow +3 (1d8/19-20)

Spells Known (CL 2nd; concentration +4)

1st (5/day)—*charm person* (DC 13), *mage armor*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound* (DC 12), *message*

Bloodline arcane

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Casting, Enforcer (see below), Eschew Materials

Skills Intimidate +7, Knowledge (religion) +2, Spellcraft +5

Languages Common

SQ arcane bond (spear), bloodline arcana

Gear light crossbow with 10 bolts, sap, bonded masterwork spear, priestly robe, iron mask

SPECIAL ABILITIES

Feats This priest has the Enforcer feat; when he deals nonlethal damage, he can make an Intimidate check to demoralize the target as a free action (see *Pathfinder Chronicles Campaign Setting* 125).

The word of the god-king Razmir is law within his domain. The masked priests of the Living God enforce that will by any means. While many of Razmir's acolytes are potent warriors and spymasters, the battle-sorcerers are the most feared, using their magic to spread suffering and pain rather than merciful death.

RIVER KINGDOMS: MERCENARY CAPTAIN CR 1/2

XP 200

Human warrior 2

CN Medium humanoid (human)

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

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)

hp 15 (2d10+4)

Fort +5, **Ref** +0, **Will** +0; +2 vs. enchantment and mind-affecting effects

OFFENSE

Speed 20 ft.

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

Ranged shortbow +2 (1d6/x3)



STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 11, **Wis** 8, **Cha** 10
Base Atk +2; **CMB** +3 (+5 to escape grapples); **CMD** 13
Feats Free Spirit (see below), Weapon Focus (short sword)
Skills Craft (sculpture) +4, Diplomacy +1, Intimidate +4, Perception +1, Profession (cook) +3
Languages Common
Gear scale mail, light wooden shield, shortbow with 20 arrows, short sword

SPECIAL ABILITIES

Feats This captain has the Free Spirit feat, which gives him a +2 bonus on saves against enchantment and mind-affecting effects, and +2 on Escape Artist checks and to CMB to escape a grapple or bindings (see *Pathfinder Chronicles Campaign Setting* 129).

The River Kingdoms supply many of Avistan's mercenary warriors, who support causes ranging from virtuous to vile. These men and women are loyal to no cause beyond dying as free as they lived.

ROVAGUG: HUNGERING MAW CULTIST CR 2

XP 600
Human cleric of Rovagug 3
CE Medium humanoid (human)
Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 22 (3d8+9)
Fort +5, **Ref** +2, **Will** +4

OFFENSE

Speed 20 ft.
Melee mwk greataxe +6 (1d12+4/x3)
Ranged alchemist's fire +3 ranged touch (1d6)
Special Attacks channel negative energy 5/day (DC 11, 2d6), destructive smite +1 (4/day)
Domain Spell-Like Abilities (CL 3rd; concentration +4) 4/day—*touch of chaos*
Spells Prepared (CL 3rd; concentration +4)
2nd—*shatter*^D (DC 13), *sound burst* (DC 13)
1st—*cause fear* (DC 12), *doom* (DC 12), *protection from law*^D, *summon monster I*
o (at will)—*bleed* (DC 11), *detect magic*, *resistance*, *virtue*
D Domain spell; **Domains** Chaos, Destruction

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 16
Feats Cleave, Extra Channel, Power Attack
Skills Knowledge (religion) +3, Perception +4, Spellcraft +4
Languages Common
SQ aura
Combat Gear alchemist's fire (3), *elixir of hiding*, *wand of bear's endurance* (5 charges); **Other Gear** masterwork chainmail,

masterwork greataxe, heavy cloak, unholy symbol
Eventually, inexorably, the world will end in the maw of chaos, the slithering, entropic embrace of the Rough Beast. Some of his priests form cults around themselves to usher in elaborate, man-made disasters. Others are lone madmen who sow terror, wandering into crowded public squares and unleashing the unholy energies gifted to them by Rovagug.

SARGAVA: CHALICE RUNNER CR 1

XP 400
Human expert 3
N Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 16 (3d8+3)
Fort +2, **Ref** +2, **Will** +2

OFFENSE

Speed 35 ft.
Melee dagger +3 (1d4+1/19–20)
Ranged sling +3 (1d4+1)

STATISTICS

Str 12, **Dex** 13, **Con** 13, **Int** 9, **Wis** 8, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 14
Feats Endurance, Fleet, Run
Skills Acrobatics +7, Climb +7, Escape Artist +5, Heal +3, Knowledge (geography) +5, Knowledge (nature) +3, Perception +5, Survival +5, Swim +7
Languages Common
Gear dagger, sling with 10 bullets, flint and steel, machete, marker dye, torches

The Sargava Chalice is a testament to the nation's colonists and their ability to thrive in a hostile land. A select few of these citizens, through training and dedication, become true champions of the cross-country race. Sargava celebrates its professional Chalice Runners as minor celebrities.

SHACKLES: STORMJAMMER PIRATE CR 2

XP 600
Half-orc rogue 3
NE Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)
hp 19 (3d8+6)
Fort +3, **Ref** +4, **Will** +2
Defensive Abilities evasion, orc ferocity, trap sense +1

OFFENSE

Speed 30 ft.
Melee rapier +4 (1d6+2/18–20)
Ranged mwk hand crossbow +4 (1d4/19–20)
Special Attacks sneak attack +2d6



STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Athletic, Dodge, Storm-Lashed (see below)

Skills Acrobatics +8, Climb +8, Intimidate +5, Knowledge

(local) +6, Knowledge (nature) +2, Linguistics +4,

Perception +7, Profession (sailor) +7, Stealth +8, Swim +8

Languages Common, Orc, Polyglot

SQ intimidating, orc blood, rogue talent (ledge walker), trapfinding +1

Combat Gear smokesticks (2); **Other Gear** leather armor, masterwork hand crossbow with 20 bolts, rapier, dice

SPECIAL ABILITIES

Feats This pirate has the Storm-Lashed feat, which grants him a +2 bonus on all Constitution and Survival checks to resist the effects of severe weather (+4 on board a ship) and can reduce some of the penalties of severe weather (see *Pathfinder Chronicles Campaign Setting* 133).

To those willing to gamble with their lives, the Eye of Abendego represents freedom and opportunity. The unending hurricane offers speed and protection to those who know her secrets, and the nearby trade routes provide rich plunder. With these resources, even the most hated minorities of civilization can live free. Stormjammers live high on pillaged booty and ships, attacking without warning and plunging back into the unforgiving Eye when faced with a real challenge.

SHOANTI: TRIBESMAN

CR 1/2

XP 200

Human barbarian 1

CN Medium humanoid (human)

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

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)

hp 11 (1d12+5)

Fort +7, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee greataxe +5 (1d12+6/x3)

Ranged shortbow +2 (1d6/x3)

Special Attacks rage (6 rounds/day)

Base Statistics When not raging, the tribesman's stats are **AC** 15, touch 11, flat-footed 14; **hp** 9; **Fort** +5, **Will** +2; **Melee** greataxe +3 (1d12+3/x3); **Str** 15, **Con** 14; **CMB** +3; **CMD** 14; Climb +3

STATISTICS

Str 19, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 16

Feats Endurance, Totem Spirit (Spire Clan, see below)

Skills Climb +5, Handle Animal +3, Knowledge (nature) +4,

Perception +8, Survival +6

Languages Common, Shoanti

SQ fast movement

Gear hide armor, dagger, greataxe, shortbow with 20 arrows, bedroll, bundle of dried meat

SPECIAL ABILITIES

Totem Spirit (Ex) The tribesman has the Totem Spirit feat, which means he has close ties to the spirits of the Shundar-Quah tribe. The tribesman receives a +1 bonus on Fortitude saves and a +2 bonus on Perception checks. See the *Pathfinder Chronicles Campaign Setting*, page 147.

The boundless pride and passion of the Shoanti transforms pain into a strength few outsiders understand. Most of these nomadic people now carry a great melancholy in their hearts due to their lost homelands and exile to the hellish Storval Plateau. But even here they survive where most humans would fall to exposure, wild fires, or savage predators. Through it all, the tribes endure, even as small bits of their culture and history erode with every generation.

TALDOR: COURTIER SPY

CR 2

XP 600

Human aristocrat 1/rogue 3

N Medium humanoid (human)

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

DEFENSE

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

hp 13 (4d8-4)

Fort +0, **Ref** +4, **Will** +5

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

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

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

Special Attacks sneak attack +2d6

STATISTICS

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

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

Feats Alertness, Deft Hands, Persuasive

Skills Bluff +10, Diplomacy +12, Disable Device +10, Disguise +10, Intimidate +12, Knowledge (local) +6, Knowledge (nobility) +6, Linguistics +5, Perception +11, Sense Motive +11, Sleight of Hand +8, Stealth +8

Languages Common, Hallit, Kelish

SQ rogue talent (fast stealth), trapfinding +1

Combat Gear smoke bomb; **Other Gear** concealed masterwork daggers (2), courtier's outfit with hidden pockets, oil of taggit (1 dose), thieves' tools

The spy is a special breed of courtier, adept at uncovering secrets and allaying suspicion. The most cautious simply sit and listen, blending into the background of any social situation. The most daring penetrate locks, intimidate servants, and seduce nobles, walking a precarious path between luxury and assassination.



TALDOR: ELITE CAVALRY **CR 3**

XP 800

Human fighter 2/ranger 2

LG Medium humanoid (human)

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

DEFENSE

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

hp 30 (4d10+8)

Fort +8, **Ref** +4, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +7 (1d8+3/19–20), light spiked shield +5 (1d4+1)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks favored enemy (humans +2)

STATISTICS

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

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

Feats Animal Affinity, Improved Shield Bash, Mounted Combat, Ride-By Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Diplomacy +5, Handle Animal +10, Knowledge (nobility) +3, Linguistics +2, Perception +5, Ride +7, Sense Motive +3

Languages Common, Halfling, Kelish

SQ track +1, wild empathy +3

Gear masterwork breastplate, masterwork light spiked steel shield, masterwork longsword, light crossbow with 20 bolts, grooming kit, regal tent, heavy horse (combat trained), breastplate barding, military saddle

Whether mounted on horses or elephants, the cavalry of Taldor strikes fear into opponents and plays hell with enemy lines and formations. Drawn from the ranks of Taldor's bearded elite and landed nobles, these riders use the leadership skills developed while running an estate or plantation to direct troop movements and establish a civilized camp.

TALDOR: PRIVATEER **CR 2**

XP 600

Human rogue 3

NE Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

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

hp 25 (3d8+12)

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

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2/19–20)

Ranged mwk hand crossbow +4 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Athletic, Dodge, Skill Focus (Acrobatics)

Skills Acrobatics +10, Appraise +4, Climb +10, Intimidate +5, Knowledge (local) +5, Knowledge (nature) +2, Linguistics +6, Perception +7, Profession (sailor) +7, Stealth +5, Swim +10

Languages Common, Kelish, Osiriani, Vudrani

SQ rogue talents (ledge walker), trapfinding +1

Gear leather armor, masterwork buckler, masterwork hand crossbow with 20 bolts, short sword, harrow deck

As contractor-pirates for a specific nation, privateers enjoy safety and a guaranteed market for whatever goods they “liberate” from enemy ships. Even with this official backing, few privateers serve as tireless patriots; the vast majority lie, cheat, and murder as a way of life, with their letter of marque serving only as a convenient window dressing for antisocial tendencies.

TENGU: FEATHERED KING **CR 3**

XP 800

Tengu rogue 4

NE Medium humanoid (tengu) (*Pathfinder RPG Bestiary* 263)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

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

hp 26 (4d8+8)

Fort +3, **Ref** +9, **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk short sword +8 (1d6+1/19–20), bite +2 (1d3)

Ranged composite shortbow +7 (1d6+1/x3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Skill Focus (Acrobatics), Weapon Finesse

Skills Acrobatics +13, Appraise +4, Climb +7, Disable Device +8, Knowledge (local) +7, Knowledge (nobility) +1, Linguistics +9, Perception +8, Sleight of Hand +10, Stealth +12, Survival +4, Use Magic Device +6

Languages Common, Goblin, Halfling, Kelish, Tengu, Varisian
SQ gifted linguist, rogue talents (fast stealth, ledge walker), swordtrained, trapfinding +2, trap sense +1, uncanny dodge

Combat Gear *potion of cure moderate wounds*, *potions of jump* (3), *smokesticks* (2); **Other Gear** masterwork chain shirt, masterwork short sword, composite shortbow (+1 Str) with 20 arrows, *cloak of resistance* +1, climber's kit, grappling hook, silk rope (100 ft.), thieves' tools, tindertwigs (5)



Many cities play host to an infestation of avian tengu. Their leaders are often skilled rogues, able to run silently across rooftops and working as thieves, couriers, and spies.

URGATHOA: FETID ALMONER **CR 2**

XP 600

Human cleric of Urgathoa 3
NE Medium humanoid (human)

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

DEFENSE

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

hp 22 (3d8+9)

Fort +8, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk scythe +5 (2d4+1/x4)

Special Attacks channel negative energy 2/day (DC 10, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—bleeding touch, strength surge +1

Spells Prepared (CL 3rd; concentration +5)
2nd—*bull's strength*^D, *ghoul hunger* (DC 14; *Pathfinder Chronicles: Gods and Magic* 41), *status*

1st—*cause fear*^D (DC 13), *cure light wounds*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *resistance*, *stabilize*
D Domain spell; **Domains** Death, Strength

STATISTICS

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

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

Feats Command Undead, Great Fortitude, Weapon Focus (scythe)

Skills Heal +8, Knowledge (religion) +7, Profession (brewer) +8, Sleight of Hand +3, Spellcraft +7

Languages Common, Varisian

SQ aura

Combat Gear *potion of cure light wounds*, *scroll of contagion*;

Other Gear masterwork breastplate, masterwork scythe, unholy symbol

In dark, hidden places, Urgathoa's followers gather for reverie and unspeakable experimentation. Few of their goals, from gluttonous feasts to ascension to undeath, can be accomplished alone, and their indulgences often attract stragglers dissatisfied with their lot in life. Cults in civilized areas grow and fester with phenomenal speed, a unique strength of Urgathoa's hedonistic faith. The Pallid Princess's almoners specialize in distributing her gifts to unwitting supplicants, with tainted food and wine being their favorites for the poor, and venereal afflictions to lay low the powerful following close behind.

USTALAV: HEDGE WITCH **CR 2**

XP 600

Human (middle-aged) adept 4

CN Medium humanoid (human)

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

DEFENSE

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

hp 10 (4d6-4)

Fort +0, **Ref** +0, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-2/19-20)

Spells Prepared (CL 4th; concentration +7)

2nd—*see invisibility*

1st—*bles*, *comprehend languages*, *protection from evil*

0—*detect magic*, *guidance*, *read magic*

STATISTICS

Str 7, **Dex** 9, **Con** 8, **Int** 12, **Wis** 17, **Cha** 13

Base Atk +2; **CMB** +0; **CMD** 9

Feats Alertness, Animal Affinity, Brew Potion, Persuasive

Skills Craft (alchemy) +5, Diplomacy +4, Handle Animal +7, Heal +10, Intimidate +7, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +7, Knowledge (planes) +5, Knowledge (religion) +5, Profession (fortune teller) +7, Profession (herbalist) +7, Ride +0, Spellcraft +5, Stealth +2

Languages Common, Varisian

SQ summon familiar (cat)

Combat Gear *potion of invisibility*; **Other Gear** dagger; alchemist's kit; collection of charms, wards, and unguents; harrow deck; healer's kit

Many communities turn to a local dabbler or hedge witch for their inexpensive folk magic, as the powers of clerics and sorcerers are too expensive for them to afford. These minor casters counsel townsfolk on matters of love or weather, mix medicines and potions, expel spirits, create charms, read fortunes, or do anything else that makes ends meet. Hedge witches usually live on the fringes of civilization and are just as often feared as loved by the communities to which they cater.

VARISIA: SZARNI LEGBREAKER **CR 1**

XP 400

Human expert 1/warrior 2

CN Medium humanoid (human)

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

DEFENSE

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

hp 20 (3 HD; 1d8+2d10+5)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d3+2)

Ranged acid flask +1 (1d6 acid)

STATISTICS

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



Base Atk +2; **CMB** +4 (+6 grapple); **CMD** 13 (15 vs. grapple)
Feats Improved Grapple, Improved Unarmed Strike, Iron Will
Skills Intimidate +6, Knowledge (geography) +3, Knowledge (local) +3, Perception +4, Sense Motive +5, Stealth +3
Languages Common, Varisian
Combat Gear acid flasks (2), *potion of cure light wounds*; **Other Gear** leather armor, pocketed scarf

Not every Varisian is blessed with a silver tongue, and generations of wandering alongside the fearsome Shoanti tribes has gifted the roamers with unusual puissance. With hands large enough to wrap around a man's throat and legendary fearlessness, the legbreakers of the Sczarni are every bit as effective as, if less subtle than, the organization's confidence men and smugglers. A quality legbreaker prides himself on personal skill and cultivating a terrifying reputation, and most prefer the use of their bare hands for violence to feed this aura of menace. But ultimately, winning the fight is far more important than how it's done, and a reputation for dirty fighting frightens just as many shopkeepers.

VARISIA: SCZARNI SMUGGLER **CR 1**

XP 400
 Human rogue 2
 NE Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 11 (2d8+2)
Fort +1, **Ref** +4, **Will** +0
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee rapier +1 (1d6/18–20)
Ranged mwk hand crossbow +3 (1d4/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 14, **Wis** 10, **Cha** 15
Base Atk +1; **CMB** +1; **CMD** 12
Feats Deceitful, Persuasive
Skills Appraise +7, Bluff +9, Diplomacy +9, Disguise +4, Handle Animal +4, Intimidate +9, Knowledge (local) +7, Linguistics +7, Perception +5, Perform (Dance) +7, Profession (smuggler) +5, Sense Motive +5, Sleight of Hand +6
Languages Common, Dwarven, Goblin, Shoanti, Varisian
SQ rogue talents (rogue crawl), trapfinding +1
Gear masterwork leather armor, masterwork hand crossbow with 10 bolts, rapier, forger's kit

For a price, these criminals provide all the greased palms and forged papers needed to move anything: drugs, magic items, poisons, and even people. Some call them scum, but the smugglers of the Sczarni see themselves as simple businessfolk,

providing a valuable service to the community. These ne'er-dowells seize every opportunity, and more than one client has been jumped by Sczarni thugs.

WORLDWOUND: SURVIVOR **CR 1/2**

XP 200
 Human barbarian 1
 CN Medium humanoid (human)
Init +1; **Senses** Perception +2

DEFENSE

AC 14, touch 9, flat-footed 13 (+4 armor, +1 Dex, +1 natural, –2 rage)
hp 10 (1d12+4)
Fort +5, **Ref** +1, **Will** +4
Resist cold 2, electricity 2, fire 2

OFFENSE

Speed 30 ft.
Melee mwk greatsword +6 (2d6+6/19–20)
Ranged javelin +2 (1d6+4)
Special Attacks rage (6 rounds/day)
Base Statistics When not raging, the survivor's stats are **AC** 16, touch 11, flat-footed 15; **hp** 8; **Fort** +3, **Will** +2; **Melee** mwk greatsword +4 (2d6+3/19–20); **Ranged** javelin +2 (1d6+2); **Str** 14, **Con** 15; **CMB** +3, **CMD** 14; Climb +3

STATISTICS

Str 18, **Dex** 13, **Con** 19, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +1; **CMB** +5; **CMD** 16
Feats Self-Sufficient, Twisted Flesh (see below)
Skills Acrobatics +2, Climb +5, Heal +5, Intimidate +4, Knowledge (geography) +1, Survival +8
Languages Common, Hallit
SQ fast movement
Gear hide armor, javelins (2), masterwork greatsword, demon-faced helmet, heavy cloak

SPECIAL ABILITIES

Twisted Flesh (Ex) Surviving the chaos of the Worldwound has left this barbarian more resilient, but hideously deformed. They gain a +1 natural armor bonus, a +1 bonus on Intimidate checks, and cold, electricity, and fire resistance 2. They also gain a –1 penalty on all other Charisma-based skills, Charisma checks, and Fortitude saves. See page 151 of the *Pathfinder Chronicles Campaign Setting*.

Not all the people of the land once called Sarkoris perished when the Worldwound split open, pouring demons and plague into Golarion's northern wilderness. Many survived, warped and twisted by the plague and the strange dimensional energies saturating the area. Their descendants skulk about the borders, too insane and hideous to rejoin mankind. Ironically, many of these survivors throw their lot in with the demonic invaders who tainted their ancestors, becoming unholy warriors and haunting the nightmares of Mendev's paladins. Still others stalk the Worldwound's demonic host, devouring abyssal flesh to sate an unnatural addiction only they understand.

PAIZO STAFF NPCs

This chapter is a little different from the previous ones. Paizo's editor-in-chief James Jacobs runs a Pathfinder game set in and around Sandpoint. Six of the following seven characters are PCs played by members of the Paizo staff; the seventh is one of James' favorite PCs from another campaign.

Each of these characters has PC-level gear, not NPC-level gear; each has a +1 CR modifier to account for this extra gear. Unlike the characters in the rest of this book, you can use the characters in this chapter as if you need a PC in an emergency (while still being able to use them as NPCs if they suit your need). Note that these character builds aren't optimized—the sorcerer has few attack spells, the barbarian doesn't wear any armor, and so on. If you look closely, you may also find little things in the stat blocks that don't have an apparent source—an extra +1 or +2 on some save or skill check resulting from a favorable Harrow reading during the campaign.

While NPCs normally use the standard array of ability scores, these characters were generated by the classic 4d6-drop-the-lowest method. In other words, they're real PCs with real quirks from an active campaign. They may not have exactly to the gold piece the gear they should have at their level or the average number of hit points, and their skill points may not add up exactly right; that's because they're in-progress, organically developed PCs, just like those in your home campaign.

In the time since this book was planned and art was ordered, new people have joined the Sandpoint campaign. Rob McCreary is Paizo's new assistant editor, and with him came his character, Imrijka. Imrijka is a half-orc cyphermage from Riddleport, though she was raised among the Shoanti of the Shadde-Quah clan. Ousted from the cypherimages for reasons she is not willing to share (she claims it was racism), Imrijka has come to Sandpoint to study the ruins and artifacts of ancient Thassilon. She hopes to make an extraordinary discovery of some kind that will show the cypherimages that they made a mistake in expelling her. While Imrijka is normally a levelheaded scholar, her half-orc father's barbarian blood runs hot in her veins, and in moments of great stress, savage rages sometimes overtake her. Imrijka has no memories of what happens during these rages, thinking only that she has blacked out, and would be horrified if she knew the violent truth.

Another late addition is Tim Nightengale, founder of PaizoCon and long-time Paizo booster. His paladin, Howell Backus Talbot III, hails from a wealthy royal family that owns significant shares in the country's most prominent trading companies. As a result, Howell benefitted from the finest training and upbringing in Oppara but found the life of royalty rather tedious; what he yearned for was action, adventure, and danger. Howell joined the ranks of the Church of Abadar and was given orders to bring justice to the frontiers of Varisia, where he now pursues smugglers, embezzlers, thieves, murderers, and other uncivilized folk, while investing in local businesses.

KIRIN THE HERETIC

Played by James L. Sutter

Orphaned at a young age by a border dispute between Kyonin elves and crusaders traveling up the River Road, the elf named Kirin was pulled from the ruins of his village by his attackers and forcibly apprenticed to Mendevian demon-hunters near the Worldwound. For several decades, the boy served in sullen slavery under a series of harsh taskmasters, before finally taking his carefully planned vengeance and fleeing the nation, leaving the corpses of his captors in his wake.

Now fully grown, Kirin is a rarity on Golarion for his religious beliefs—or rather, his lack of them. A staunch atheist, Kirin blames religion and its adherents for the death of his family, rejecting the idea of divine beings entirely. Instead, he posits that clerics and other so-called divine casters are merely sorcerers without the self-confidence to take responsibility for their powers. While he never passes up a chance to preach his heresy or mock those who pay homage to the gods, Kirin also understands that religion is too ingrained in society to be dug out with words alone. This knowledge has led him to his singular mission in life: to pass the Test of the *Starstone*—and then destroy it.

To achieve that goal, however, Kirin understands that he'll need plenty of adventuring experience. Though he is something of a loner, content to hide in a corner and scribble rants in his journal, his recent acquaintance with several of Sandpoint's dubious "heroes" has brought him just that. While Kirin laughs publicly at the concept of true friendship in a world so twisted and broken, in truth he harbors a secret sense of loyalty and honor which often sees him on the front lines defending the same companions he loves to mock. If asked why he'd so frequently risk life and limb in their defense, Kirin's only answer would be that, if Ostog is a simpleton, Styrian a know-it-all prat, and Velmarius even more carnally obsessed than the average short-lived human, at least they're never boring.

Kirin is a tall, wiry elf whose only affectation is a bandana worn constantly over his nose and mouth (perhaps to ward off the smell of his surroundings). As befits a tramp who frequently makes his bed in ditches and garbage heaps, Kirin's clothes and bits of salvaged gear are often filthy, but the well-worn swords that balance both sides of his belt keep most folks from commenting. Early mishaps with poisoned traps—the result of earning his roguish skills the hard way, through trial and error—have left him jittery and scarred. His wild eyes constantly watch the sky, and the appearance of any bird tends to startle him, for reasons he chooses not to explain. Of late, his companions have also noticed his disturbing tendency to talk to himself, as if addressing someone only he could hear.

Boon: Kirin's constant and caustic mockery of religion gives allies within earshot a +1 bonus to all saves against divine spells.

**KIRIN THE HERETIC**

CR 4

XP 1,200

Male elf rogue 4

CN Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +11**DEFENSE****AC** 18, touch 15, flat-footed 13 (+3 armor, +5 Dex)**hp** 34 (4d8+7)**Fort** +7, **Ref** +9, **Will** +8; +1 vs. divine magic, +2 vs. enchantment, +2 vs. mind-affecting effects**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** 2 mwk short swords +8 (1d6+1/19–20) or mwk short sword +10 (1d6+1/19–20)**Ranged** longbow +8 (1d8/x3)**Special Attacks** sneak attack +2d6**STATISTICS****Str** 12, **Dex** 20, **Con** 14, **Int** 13, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +4; **CMD** 19**Feats** Combat Reflexes, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (short sword)**Skills** Acrobatics +11, Climb +6, Diplomacy –1, Disable Device +8, Escape Artist +10, Intimidate +2, Knowledge (dungeoneering) +7, Knowledge (local) +6, Perception +11, Sense Motive +7, Sleight of Hand +10, Stealth +11, Use Magic Device +0**Languages** Common, Elven, Goblin**SQ** elven magic, Harrow boons (+1 Perception, +2 vs. mind-affecting effects, +1 Diplomacy), rogue talents (combat

rogue, finesse rogue), traits (Exile, History of Heresy), trapfinding +2, weapon familiarity

Combat Gear *potion of lesser restoration*, black paste poison (2 doses, Fort DC 15, 1d2 Str, 1/round for 6 rounds, cure 1); **Other Gear** studded leather armor, *flaming bird-headed dagger*, masterwork cold iron dagger, longbow with 40 arrows, sap, masterwork short swords (2), antitoxin, backpack, caltrops, chalk (3), creeper poison (7 vials), flint and steel, journal, lamp oil, pen and ink (2 vials), quality hooch (2 bottles), rope, sack, thieves' tools, torch, 6 gp**OSTOG THE UNSLAIN**

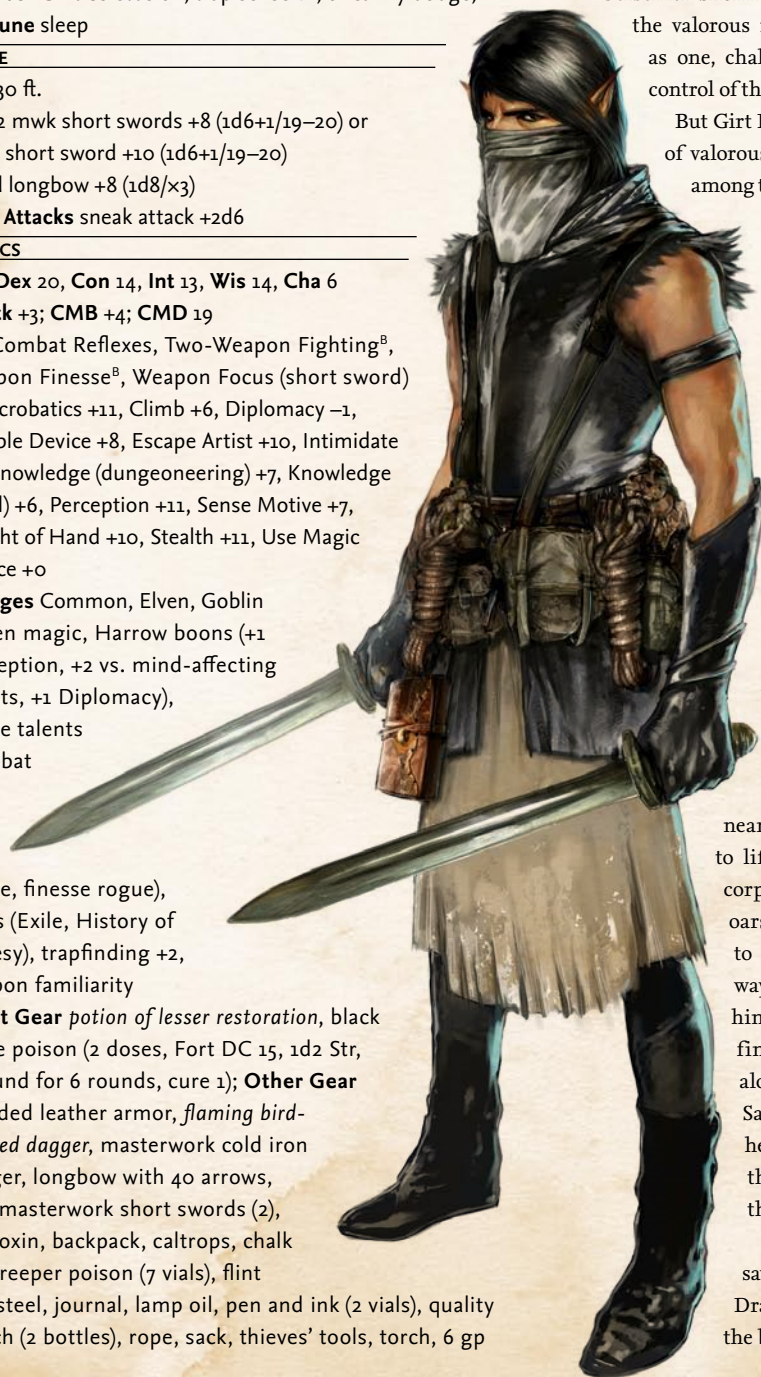
Played by Erik Mona

The Steaming Sea crashed with thunder the night Ostog the Unslain betrayed Girt Bear-Wearer and was left for dead in the violent waters west of Varisia. The corrupt and arrogant lord of the Linnorm Kings, a thegn with an eye on a local throne and the will to sell out a score of huscarls in the taking of it, Girt Bear-Wearer had beset a final indignity upon his crew as they rowed south for summer's raiding. When the boatlord had the berserker Snorri Snurleson whipped for insubordination, the valorous men among the dragonship's crew arose as one, challenging their leader's rule and claiming control of the vessel.

But Girt Bear-Wearer was not known for the employ of valorous men, and so the rebels found few allies among the crew; the revolt that struck like lightning had ended by the final peal of the echoing thunder. Great heroes fell on that day. The twin warriors Bolgi and Bjarni, slayers of the frost wolf Kuldnir, went down in a flurry of swords and handaxes. Brave Hrolf Harfargr, leader of the insurrection and old consort of the Linnorm Queen White Estrid, swung his mighty brand *Gnarlfang* to drink deep the blood of those loyal to the Bear that day, but an arrow to the eye laid him low. And at the center of the ship, a young oarsman named Ostog took eleven deep cuts to the trunk from the daggers of seven men before toppling into the sea. But as the sagas of Bolgi and Bjarni and Hrolf Harfargr were coming to an end, that of Ostog the Oarsman was just beginning.

Somehow, Ostog managed to survive nearly a dozen murderous strikes, clinging to life on the turbid sea among the floating corpses of his unfortunate brothers of the oars. By intuition alone Ostog swam directly to shore. By sheer tenacity he powered his way to the coast, his pouring wounds leaving him always one or two strokes away from the final ebb of life. Of all the traitors, Ostog alone emerged upon the solemn shores of Sandpoint. He had survived! If he was to be a hero, as fate and the high seas had decreed, then let him have a hero's name. Thus Ostog the Oarsman became Ostog the Unslain.

Within days, Ostog had spent his pitiful savings on wenches and drink at the Rusty Dragon. As he contemplated his grim fate at the bottom of the jug of ale purchased with his



last few coppers, fate again guided the hero's way by putting him in the path of the cleric Vorn of Gorum, associate of Sandpoint's Sheriff Belor Hemlock. Vorn's contacts have brought a nonstop series of unusual exploits into Ostog's life. From the exploration of derelict houses along Sandpoint's periphery and the forlorn caverns beneath the town to investigations of the Devil's Platter and encounters with the cult of Pazuzu, the ghost of a murderer, and even a battle against his reanimated oar-brothers Hrolf Harfargr and the rest, these increasingly dangerous adventures serve the double purpose of confirming Ostog's conviction that he cannot be killed and furthering his legend. His bard ally Styrian records Ostog's every major and minor victory so that no aspect of his remarkable tale is lost to posterity.



So convinced is Ostog that he cannot die that the young warrior refuses to wear armor of any kind, virtually daring the gods to disprove his theory. Most of the time, Ostog drapes his considerable frame with a deep green cloak marked with an ornate clasp from the northlands. When battle begins, he casts the cloak to the ground, revealing the powerful musculature and trunk-like arms of a born fighter. Dozens of grisly scars—some shockingly deep—mar his otherwise appealing bare chest. Still in his early twenties, Ostog wears his long, full blond hair to his shoulders. His forked beard, meticulously trimmed, shows hints of red among the gold.

Boon: If his attitude is helpful, Ostog the Unslain can share a bit of his “unkillable” defensive technique after a day of training, granting the allied character a +1 dodge bonus to AC—but only when the character wears no armor.

OSTOG THE UNSLAIN CR 4

XP 1,200

Male human barbarian 4

CG Medium humanoid (human)

Init +4; Senses Perception +10

DEFENSE

AC 11, touch 11, flat-footed 9 (+1 deflection, +2 Dex, -2 rage)

hp 67 (4d12+20)

Fort +8, Ref +3, Will +5

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 keen greatsword +11 (2d6+10/17-20)

Ranged shortbow +6 (1d6/x3)

Special Attacks rage (12 rounds per day), rage powers (intimidating glare, strength surge +4)

Base Statistics When Ostog is not raging his stats are AC 13, touch 13, flat-footed 11; hp 59; Fort +6, Will +3; Melee +1 keen greatsword +9 (2d6+7/17-20); Str 18, Con 15; CMB +8; CMD 21; Climb +9, Swim +9

STATISTICS

Str 22, Dex 15, Con 19, Int 8, Wis 14, Cha 14

Base Atk +4; CMB +10; CMD 23

Feats Diehard, Endurance, Power Attack

Skills Acrobatics +8 (+12 jump), Climb +11, Diplomacy +4, Intimidate +8, Perception +10, Survival +6, Swim +11

Languages Common, Skald

SQ fst movement, traits (Exile, Killer)

Combat Gear alchemist's fire; Other Gear *Gnarlfang* (+1 keen greatsword of Hrolf Harfargr), shortbow with 16 arrows, ring of protection +1, antitoxin, blanket, cold weather outfit, fishing hook, flask, grappling hook, holy water, rope, sack, signet ring, torches (5), waterskin, 35 gp



SHENSEN

Played by James Jacobs

When a group of adventures encountered a small band of drow in the Scar Thicket of Cheliox's Whisperwood, a furious battle ensued. The only survivor of the battle was a Keleshite druid of Sarenrae named Izorah, and as she sorted through the bloody aftermath, she was mortified to discover the dark elves had among them a young drow child who had perished in the fiery magic Izorah's group had used. Overwhelmed with grief for her part in the child's death, Izorah used *reincarnate* to give the child a second chance at life, restoring her in the form of an aquatic half-elf and naming her Shensen. Izorah then retired from the adventuring life to raise Shensen as her own daughter.

Shensen, freed of her drow lineage both physically and spiritually, grew up a devout worshiper of Sarenrae, but one day a band of Thrune soldiers tried to claim Izorah's grove for the Chelish government. Izorah hid Shensen before confronting the soldiers, but in the resulting fight the druid was petrified by a Thrune wizard. Shensen watched from hiding as the mercenaries razed her home and then left, taking Izorah with them as a trophy.

Shensen spent her years following these events adventuring with an eclectic group of companions (including an artistic monk named Svetlana, a druid named Bandar who traveled with a rather violent gorilla, and even a tengu who fancied himself a pirate). After one unfortunate misadventure ended in a tragic fire in an Egorian marketplace, the group disbanded and Shensen fled to the northwest.

Shensen has long seethed at the stubbornness and cruelty inherent in Cheliox's government, and has vowed to take the whole diseased beast apart, one sin at a time. She's become a specialist in infiltrating Chelish organizations and redeeming them from their evil ways.

Currently, Shensen enjoys a life filled with comforts and admirers as a well-adored performer in the Chelish Opera (thanks largely to her daring roles involving skilled swordplay or particularly risqué acts). She's gathered blackmail material on dozens of Kintargo's nobles, usually by seducing the sons and daughters of the city's elite or traveling aristocrats and then using the besotted nobles to learn scandalous family secrets. Shensen maintains a strong presence among Cheliox's black marketers, both to aid her fellow insurgents and to keep her own expensive habits (such as her fondness for exotic drinks, and food for her pet deinonychus, Guttugger). Yet her greatest passion remains her devotion to the reformation of Cheliox. With Shensen's aid, the Dawnflower's worshipers have established safe houses and hidden temples throughout Cheliox. All the while, Shensen keeps an eye out for clues to the location of her mother's statue, hoping to track down whatever Chelish collector claimed the petrified druid so Shensen can return the favor and restore Izorah to life.

Although friendly, artistic, and quick-witted, Shensen is prone to impulsive choices and emotional outbursts. She's easily distracted by things of beauty, particularly brightly colored reptiles or exquisite swords. Her faith is strong, but her true devotions are to her friends, her pet dinosaur, her art, her vices, and her political cause—things that often put her at odds with the tenants of her faith. She enjoys long swims in the open ocean and is particularly frightened of gorillas.

Boon: Shensen can pull strings for any allies while they adventure in Cheliox. This grants favored access to the Chelish black market—in any city in Cheliox, the base value for available magic items increases by 50% of its typical value.



SHENSEN

CR 12

XP 19,200

Female aquatic half-elf bard 8/fighter 4

CG Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 28, touch 19, flat-footed 21 (+7 armor, +2 deflection, +6 Dex, +1 dodge, +2 natural)

hp 86 (12 HD; 8d8+4d10+24)

Fort +7, **Ref** +13, **Will** +5; +1 vs. fear; +2 vs. enchantment; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities bravery +1; **Immune** sleep

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *Dawnrazor* +18/+13 (1d6+9/15–20 plus 1d6 fire) or mwk whip +17/+12 (1d3+1 nonlethal)

Special Attacks bardic performance 25 rounds/day (move action—countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Spells Known (CL 8th; concentration +15)

3rd (4/day)—*confusion* (DC 20), *cure serious wounds*, *glibness*
2nd (6/day)—*blindness/deafness* (DC 19), *detect thoughts* (DC 19), *invisibility*, *suggestion* (DC 19)

1st (6/day)—*charm person* (DC 18), *cure light wounds*, *disguise self* (DC 18), *grease* (DC 18), *undetected alignment*

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

STATISTICS

Str 13, **Dex** 22, **Con** 12, **Int** 15, **Wis** 7, **Cha** 24

Base Atk +10; **CMB** +11; **CMD** 30

Feats Arcane Strike, Dervish Dance (see below), Dodge, Improved Critical (scimitar), Skill Focus (Diplomacy), Vital Strike, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar), Wind Stance

Skills Diplomacy +28, Knowledge (local, nobility, religion) +11, Linguistics +7, Perception +15, Perform (dance, sing) +22, Spellcraft +17, Swim +24

Languages Aquan, Common, Elven, Infernal, Tengu, Tien

SQ armor training 1, bardic knowledge +4, elf blood, lore master 1/day, multitalented, versatile performance (dance, sing), well-versed

Combat Gear *potions of fly* (3), *wand of haste* (15 charges), *wand of sound burst* (20 charges); **Other Gear** +3 *mithral chain shirt*, *Dawnrazor* (+1 *flaming burst mithral scimitar*), masterwork whip, *amulet of natural armor* +2, *belt of incredible dexterity* +4, *headband of alluring charisma* +4, *pearl of the sirens*, *ring of feather falling*, *ring of protection* +2, *rod of wonder*, *stone salve* (1 dose), earrings (500 gp), noble's clothing (200 gp)

SPECIAL ABILITIES

Dervish Dance When Shensen uses her scimitar with one hand and her other hand is free, she may use her Dexterity modifier for attack and damage rolls instead of her Strength modifier. See *Pathfinder Chronicles: Qadira, Gateway to the East*, page 23.

STYRIAN KINDLER

Played by F. Wesley Schneider

Raised among the reedmace and reflections of ruins common along the Ardis reach of the Vhatsuntide River, Styrian lived a childhood of hauntings. Born the son of Allishan Kindler, the eldest heiress of a line of once-wealthy and once-esteemed royal scholars, and Blake Thorenly, a solicitor in the shared employ of several declining families in Ustalav's former capital, Styrian Thorenly came to know and loathe the stately desperation of his family and home city from an early age.

The first 11 years of his life he spent surreptitiously exploring a wonderland of moldy tomes, shrouded antiques, and dust motes at August House, his family's home. With the staff long departed, the manor stood largely empty, doors locked and windows shuttered—though not so well that a tenacious youth couldn't weasel his way in at every opportunity. From his parent's cramped home converted from the estate's summer house, Styrian spent most of his days alone, as his father spent weeks away in the nearby city—hardly a 2 hour trek by carriage—and his mother was victimized by chronic illness. What extra silvers the family ever came by typically went to pay for Allishan's endless march of physicians, who offered such varied and contradictory diagnoses as acute disappointment, persistent lassitude, past-life rejection, and indolent constitution, along with the tonics, liniments, and quack remedies associated with each. At a young age Styrian learned not to comment on his mother's seemingly miraculous ability to drag herself out of even the deepest fugue whenever he went digging in the vegetable garden or made an attempt to squeeze through the estate's broken cellar window, her exasperated shouts and insinuations momentarily curing her weak coughs and glazed squinting. Any remark on the matter promptly dropped her into a severe relapse and significant depression, which the youth could do little to repair. When his father did visit the dour house, shadowed by the manor's faded opulence, his return proved instantly detectable, and in the tiny home away from the presumption and procedure of the city, the short man ruled like a tyrant. What love Styrian's parents might once have shared passed before he could remember it, likely with his mother's girlish good looks and his father's cowardly realization that the Kindler family was just as destitute as nearly every other old-blood family in Ardis.

Fortunately, a strangely skewed beam of light shone on young Styrian in the form of his mother's sister Ailson, or Aunt A. His parents made a point of not discussing Aunt Ailson's business, beyond distastefully remarking that she was an author of immoralities and unbelievable romances. She also traveled frequently and for long periods, and innocent queries about her next visit often incited Styrian's father to snidely remark that he'd likely never see her again. Without



fail, though, early some random morn Aunt A would appear at the house, riding like a man, her hair streaked with one more stripe of gray as if tallying her travels, and bringing some exotic new knickknack for her nephew to treasure. The duration of her visits varied. Should she catch her brother-in-law at home, she stayed for tea with the family and to delightedly take part in a duel of cruel civility and half-insults, for which Blake proved endlessly outmatched but ever willing, before departing. Finding her sister and nephew home alone, as she most often did, especially in later years, she would stay at some length and possibly even overnight, regaling them with tales of the fantastic places she'd visited and sights she'd seen. In the dark, though, when the aging sisters thought the boy asleep, they would often whisper of darker things, regrets and tragedies his mother refused to let go.

On the rarest but most magical occasions, when both his parents were away visiting this doctor or that herbalist and Ailson came upon her brave nephew minded by some doubtful member of his father's staff, she would dismiss the would-be guardian and spend a day or more at August House. Truly delighting in the boy's company, Ailson would produce a long metal key, boldly stride up to the manor door, and throw it open with a boom that echoed throughout the entire building. Then she would show him the best treasures still hidden in the house, the most curious books left in the library, and new ways to sneak in without being seen. Afterward she told him stories his mother would have thought him far too young to hear and even let him practice with her razor-tipped rapier. When finally she departed—always just minutes before his parents' return and with a kiss-sealed note left for his mother—the fantastic stories and new revelations lingered on in Styrian's memory and imagination.

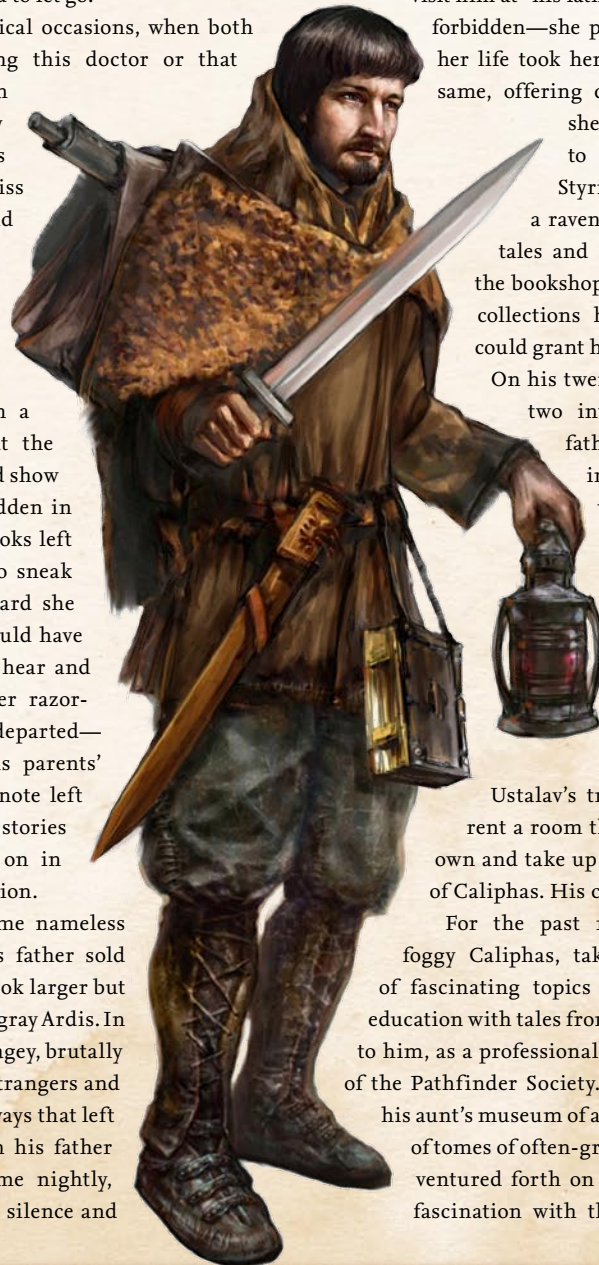
In 4688, having accrued some nameless debt in his business, Styrian's father sold August House and the family took larger but far draftier apartment rooms in gray Ardis. In the city Styrian grew wiry and cagey, brutally learning to avoid the offers of strangers and the gambols of city urchins in ways that left him bruised and shaken. With his father now capable of returning home nightly, he learned how to disappear in silence and

self-control, taking up whatever books and pamphlets he could find as shields behind which to weather the evening hours. His mother fared less well, reacting to the sale of her family home like an amputee severely debilitated by the loss of a limb previously taken for granted. Gradually the doctors started visiting more frequently and they spoke their diagnoses with greater gravity and downcast eyes.

At the start of his fifteenth year, Styrian's father conscripted him as a page and messenger for his practice. Although he hated the bleak, three-man office, he delighted in roaming the city, visiting grim estates like ruined castles, and occasionally even running errands to the former royal library. During this time he also began receiving letters from his Aunt Ailson. Although she explained that she wouldn't be able to visit him at "his father's home"—only implying it was forbidden—she promised to write from wherever her life took her and encouraged him to do the same, offering detailed instructions as to how she might be reached. With a line to the world beyond faded Ardis, Styrian's curiosity transformed into a ravenous thing, and hungry for more tales and stories, it unleashed itself upon the bookshops, libraries, and whatever private collections his job and burgeoning charm could grant him even a moment's access to.

On his twentieth birthday, Styrian received two invitations: One came from his father, in name still a solicitor but in truth a miserly old man in the business of simultaneously guarding and stealing the coppers of old women. It appointed Styrian the status of junior member in his father's practice—in truth more a proclamation than a request. The other came from his aunt Ailson, now living in Caliphass, Ustlav's true capital, who invited him to rent a room there in a building she'd come to own and take up true schooling at the University of Caliphass. His choice proved laughably obvious.

For the past 10 years Styrian has lived in foggy Caliphass, taking classes on a wide variety of fascinating topics and supplementing his ample education with tales from his aunt's past, finally revealed to him, as a professional adventurer and former member of the Pathfinder Society. After many seasons of keeping his aunt's museum of a home and reading her collection of tomes of often-grim journals, Styrian has recently ventured forth on his own. His research into and fascination with the folktales of Varisia have led





him to the Lost Coast in an eager attempt to chronicle the truth of the legendary Sandpoint Devil.

Boon: After spending a day studying with Styrian, a PC gains a +2 bonus on Knowledge checks made to answer questions about a monster. If the monster is the Sandpoint Devil, this bonus increases to +5.

STYRIAN KINDLER **CR 4**

XP 1,200

Male human bard 4

NG Medium humanoid

Init +6; **Senses** Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +6, **Will** +4; +2 vs. illusions; +4 vs. bardic music, language-dependent, sonic effects

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +7 (1d8+4/19–20)

Ranged light crossbow +5 (1d8/19–20)

Special Attack bardic performance 21 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +1)

Spells Known (CL 4th; concentration +9)

2nd (2/day)—*glitterdust* (DC 17), *sound burst* (DC 17)

1st (4/day)—*cure light wounds*, *disguise self* (DC 16), *silent image* (DC 16), *unseen servant*

0 (6/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 16, **Wis** 11, **Cha** 20

Base Atk +3; **CMB** +6; **CMD** 18

Feats Arcane Strike, Extra Performance, Improved Initiative

Skills Acrobatics +6, Appraise +7, Bluff +10, Diplomacy +12, Disable Device +4, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +5, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +9, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +9, Perception +8, Perform (oratory) +12, Sense Motive +4, Sleight of Hand +6, Spellcraft +9, Stealth +7

Languages Aklo, Common, Elven, Hallit, Infernal, Orc, Undercommon, Varisian

SQ bardic knowledge +2, traits (Lore Seeker, Skeptic), versatile performance (oratory), well-versed

Combat Gear *wand of cure light wounds* (8 charges), *wand of cure moderate wounds* (18 charges), alchemist fire (2), holy water (4); **Other Gear** leather armor, +1 *longsword*, light crossbow with 30 bolts, antitoxin (4), backpack, dark creeper poison (2 doses), ink pen, journal, “milky” potion, signal whistle, silk rope (50 ft.), sunrod (3), thieves’ tools, vials of ink (2), waterskin, wooden holy symbol (Sarenrae), 940 gp

VELMARIUS ELAZARIN

Played by Jason Bulmahn

Born in the Chelish capital of Egorian to the minor noble house of Elazarin, Velmarius grew up living a pampered lifestyle. His every need cared for, Velmarius became a man who cares little for work and even less for those who toil for a pittance. When Sameena, his mother, insisted that he receive a formal education, Velmarius scoffed, but he relented under the withering gaze of Lord Kassar, his father, who threatened to disown him should he not become a proper member of the house. Over the next year, Velmarius moved from one school to another, either by his own choice or by that of the headmaster. Finally, after being expelled for the fifth time, Velmarius and his father got into a heated argument. After Lord Kassar beat Velmarius to within an inch of his life, fire erupted from Velmarius’ fingers, nearly immolating his father. Velmarius’s sorcerous powers were revealed. It soon became clear that Velmarius’s blood was not entirely pure, and behind a veil of tears, Sameena confessed to consorting with devils many years ago. Unable to accept such tainted blood in his line, Kassar banished Velmarius, telling him never to return to Egorian if he valued his life. Thus, with only the clothes on his back and the coins in his pouch, Velmarius left Chelixa to find his fate.

Velmarius is an arrogant, untrusting man who lives by his own personal code. He believes very strongly in social castes and treats those he views as beneath him (which is nearly everyone) with mild disdain. This applies especially to halflings, whom he frequently refers to as the “servant race.” He loathes work of any sort but realizes that without his family wealth, he needs to find some way of earning the coin to support his preferred lifestyle. He has dreams of returning to Chelixa and casting down his father to take his rightful place as the head of the House Elazarin, but such dreams seem impossibly remote. About his mother, he is deeply conflicted. It was her indiscretion that led to his current predicament, but as it is also the source of his power, he is mildly grateful. Velmarius is more than willing to undertake dangerous adventures, so long as they pay well and do not involve too much filth. He can often be found in the arms of buxom bar maidens with a bottle of expensive wine at his side, as these are his most frequent habits. Velmarius knows a great deal about the inner workings of the Chelish aristocracy, but such conversations bore him terribly and serve to do little but remind him of the life that is currently denied him.

If in civilized lands, Velmarius tends to dress in the fashions common to the Chelish nobility; that is, primarily in red and black. His clothes are of fine make, but they are starting to get a bit threadbare. In the wilds or while out on an adventure, Velmarius dresses to blend in, hoping to avoid trouble while outside the protection of authority. He



is well aware that his homeland does not enjoy the most respected of positions around the world and he is fearful of what self-righteous peasants might do if his heritage or nationality were uncovered.

In combat, Velmarius prefers to control the situation through his enchantment spells, particularly *charm person* and *daze monster*. If these are ineffective, he quickly shifts to more obvious spells, such as *burning hands* and *magic missile*. In either case, he prefers to stay away from the actual fighting, as such crude, physical exertions are completely beneath him.

Velmarius is a slight man with a thin frame, attractive despite the haunting gray tone of his eyes, sunken underneath a heavy brow. Although obviously of Chelish stock, his exact heritage is something he keeps to himself, unless he believes it might get him some measure of respect or privilege. Most of the time he simply relies on his wealth, magic, and scathing wit to get his way.

Boon: Velmarius is unlikely to have a helpful attitude toward anyone who isn't a noble (–10 penalty on checks to improve his attitude beyond friendly if the acting character is not a noble), though someone willing to appeal to his baser interests can get past this. Most of the “help” he provides is critiquing an ally PC’s manners and speech; after a day of “instruction,” the PC’s attempts at Diplomacy and Intimidate improve so his target’s attitude only decreases toward him if he fails by 6 or more. Velmarius may be willing to negotiate on behalf of a less-skilled PC, though in the interest of saving time he may simply cast *charm person* on the target.

VELMARIUS ELAZARIN CR 4

XP 1,200

Male human sorcerer 4

LN Medium humanoid (human)

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

DEFENSE

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

hp 20 (4d6+4)

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

Resist fire 5

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–2/19–20)

Ranged light crossbow +4 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—corrupting touch

Spells Known (CL 4th; concentration +8)

2nd (4)—*daze monster* (DC 16)

1st (7)—*burning hands* (DC 15), *charm person* (DC 17), *magic missile*, *protection from good*

o (at will)—*acid splash*, *detect magic*, *light*, *mage*

hand, *message*, *prestidigitation*

Bloodline infernal

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +0; **CMD** 12

Feats Combat Casting, Eschew Materials, Skill Focus (Diplomacy), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +11, Intimidate +10, Knowledge (nobility) +3, Perception +5, Spellcraft +9, Use Magic Device +10

Languages Common, Halfling, Infernal

SQ bloodline arcana, traits (Charming, Exile)

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

Other Gear light crossbow with 20 bolts, dagger, *bracers of armor* +1, backpack, bottles of fine wine (2), noble’s outfit, rations (3), signet ring, sunrods (3), traveler’s outfit, 24 gp



VORN

Played by Sean K Reynolds

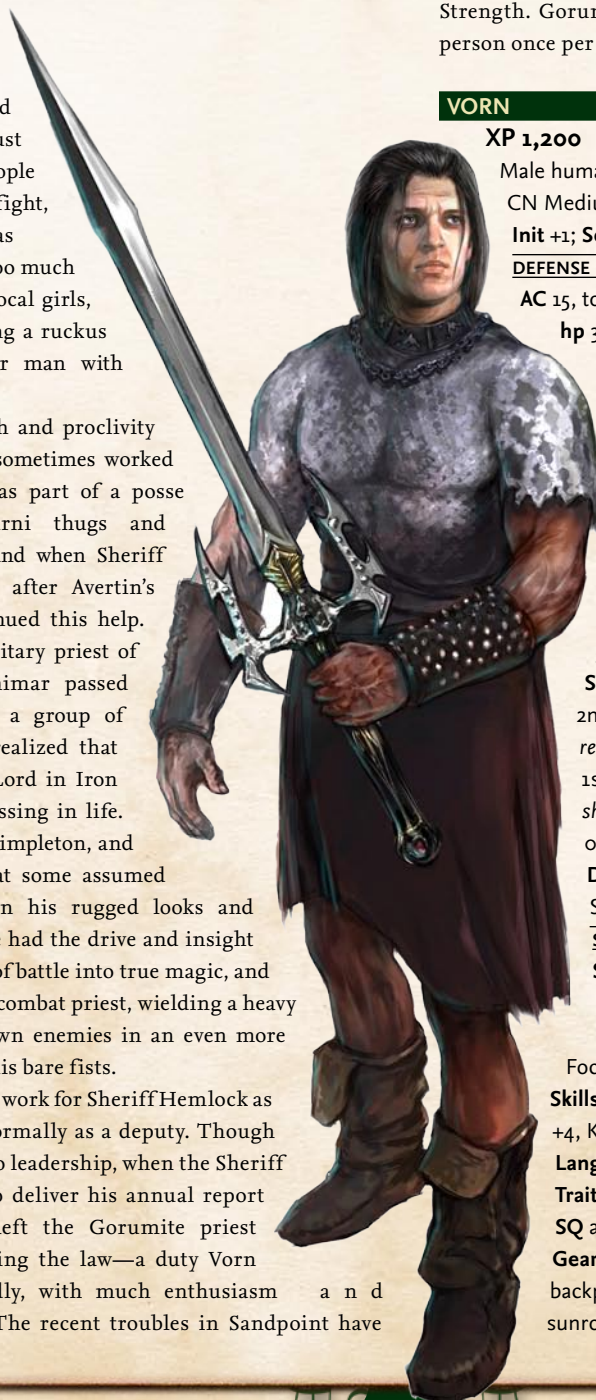
Vorn has always been strong, even as a child, though never particularly agile. The other children in Sandpoint learned not to tease him about his clumsiness, though some needed to lose a few teeth before getting the idea. He was never a bully, never went out of his way to beat on someone who didn't ask for it, but he never backed down from a fight, either. The truth is, he liked to fight. He liked the thrill of it, the rush of his heart pounding, the crunch of a rival's nose under his fist. This didn't make him feel proud or strong—he knew he was strong, and was proud of it—just content. If people wanted to fight, he'd fight, whether the target was a drifter who spent too much time staring at the local girls, a town drunk causing a ruckus in town, or another man with something to prove.

Given his strength and proclivity toward violence, he sometimes worked for Sheriff Avertin as part of a posse dealing with Szarni thugs and other undesirables, and when Sheriff Hemlock took over after Avertin's murder, Vorn continued this help. It wasn't until a military priest of Gorum from Magnimar passed through town with a group of soldiers that Vorn realized that the church of Our Lord in Iron was what he was missing in life. After all, he was no simpleton, and no fool, despite what some assumed about him based on his rugged looks and scarred knuckles. He had the drive and insight to focus the essence of battle into true magic, and eventually became a combat priest, wielding a heavy sword that takes down enemies in an even more satisfying way than his bare fists.

Vorn continued to work for Sheriff Hemlock as an enforcer and informally as a deputy. Though Vorn never aspired to leadership, when the Sheriff had to leave town to deliver his annual report to Magnimar, he left the Gorumite priest in charge of enforcing the law—a duty Vorn has taken to proudly, with much enthusiasm and almost no finesse. The recent troubles in Sandpoint have

given him ample opportunity to boss around townsfolk and his fellow adventurers. He sees himself as the leader of this band of heroes, though perhaps only Ostog sees it that way; the others may roll their eyes when he insists he's in charge and makes decisions for the group, and Vorn sees them doing it, but as long as the end result is glorious battle, he is content.

Boon: Vorn is willing to teach a trusted ally who loves battle a secret prayer to Gorum. Reciting the prayer is a swift action, and gives the speaker a +1 enhancement bonus to melee attacks and combat maneuver checks that rely on Strength. Gorum only answers this prayer for a particular person once per day.



VORN CR 4

XP 1,200

Male human cleric of Gorum 4
CN Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)
hp 31 (4d8+10)
Fort +5, **Ref** +0, **Will** +6

OFFENSE

Speed 20 ft.
Melee mwk greatsword +7 (2d6+4/19–20)
Special Attacks channel positive energy 4/day (DC 14, 2d6), destructive smite +2 (5/day)

Domain Spell-Like Abilities (CL 4th, concentration +6)

5/day—strength surge +2
Spells Prepared (CL 4th, concentration +6)
2nd—*bull's strength*^D, *delay poison*, *lesser restoration*, *spiritual weapon*
1st—*divine favor*, *magic weapon*, *remove fear*, *shield of faith*, *true strike*^D

0 (at will)—*light*, *mending*, *stabilize*, *virtue*
D Domain spell; **Domains** Destruction, Strength

STATISTICS

Str 17, **Dex** 9, **Con** 13, **Int** 13, **Wis** 15, **Cha** 12

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

Feats Combat Casting, Toughness, Weapon Focus (greatsword)

Skills Heal +8, Intimidate +4, Knowledge (local) +4, Knowledge (religion) +6, Perception +5

Languages Abyssal, Common

Traits Favored Son, Reactionary

SQ aura, traits (Favored Son, Reactionary)

Gear chainmail, masterwork greatsword, backpack, grappling hook, iron holy symbol, rope, sunrods (2), tindertwigs (2), torches (9), 195 gp



ZANDU VORCYON

Played by Christopher Carey

Raised in the orphanage at Sandpoint, Zandu Vorcyon has no memory of his birth parents. Although the records of the orphanage are sealed, a woman there who later adopted Zandu told him his parents were local merchants, killed by a pack of ghouls that once menaced Sandpoint in coordinated attacks with goblin raiders. Thus the thought of both goblins and ghouls fills Zandu with feelings of hate and vengefulness.

As a youth, Zandu apprenticed in his adoptive father's smithy, but from an early age, he found more enjoyment in taking off on his own into the nearby wilderness, pretending to hunt ghouls and goblins. As he got older, and the reality of his past gnawed at him, Zandu spent more and more time in the wilds, learning the lay of the local terrain and perfecting his woodcraft and skill with a bow, ever on the lookout for the creatures he holds responsible for the death of his parents. No longer does he feel he is a citizen of Sandpoint, but neither does he feel apart from it. Although his adoptive mother passed away after a wave of deadly sickness swept the town and he never felt close to her blacksmith husband, Zandu still feels protective of the town where he was born and regularly patrols the woods nearby, looking to snipe with an arrow the stray ghouls or goblin that might pass his way.

Zandu stands at medium height and wears a hooded hunter green cloak that allows him to blend in against his forest haunts. Never without his longbow and a quiver of arrows, he also sports a longsword forged in his adoptive father's smithy. Albeit a quiet sort, Zandu burns inside with a white-hot intensity that leaves many who encounter him feeling somewhat on edge.

Despite his apparent solitary nature, Zandu is willing to make friends, as long as they share his goal of hunting undead whenever they're encountered. Though he finds it hard to admit even to himself, this wiry ranger needs and even craves society, and with his single-minded pursuit ever before him, makes a steadfast companion who always has his friends' backs when they need him most, regardless of the foe that daunts them.

Boon: Zandu's trained eye misses little when it comes to undead. To those he trusts, he may explain the secrets of striking true against undead foes; anyone who spends a day training with Zandu gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, Survival checks, attack rolls, and damage rolls against ghouls, ghouls, skeletons, and zombies. This counts as a ranger's favored enemy bonus and does not stack with any favored enemy bonus he already has against undead.

ZANDU VORCYON

CR 4

XP 1,200

Male human ranger 4

CG Medium humanoid (human)

Init +3; Senses Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14
(+4 armor, +3 Dex)

hp 34 (4d10+8)

Fort +6, Ref +7, Will +3

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+1/19–20)

Ranged +1 longbow +9 (1d8+1/x3)

Special Attacks favored enemy
(undead +2)

Spells Prepared (CL 1st;
concentration +2)

1st—*longstrider*

STATISTICS

Str 13, Dex 17, Con 14, Int 11,

Wis 13, Cha 10

Base Atk +4; CMB +5; CMD 18

Feats Endurance, Point-Blank Shot,
Precise Shot, Rapid Shot, Weapon
Focus (longbow)

Skills Climb +7, Handle Animal
+7, Knowledge (dungeoneering)
+7, Knowledge (local) +3,
Knowledge (nature) +7,
Perception +8, Stealth +9,
Survival +7, Swim +5

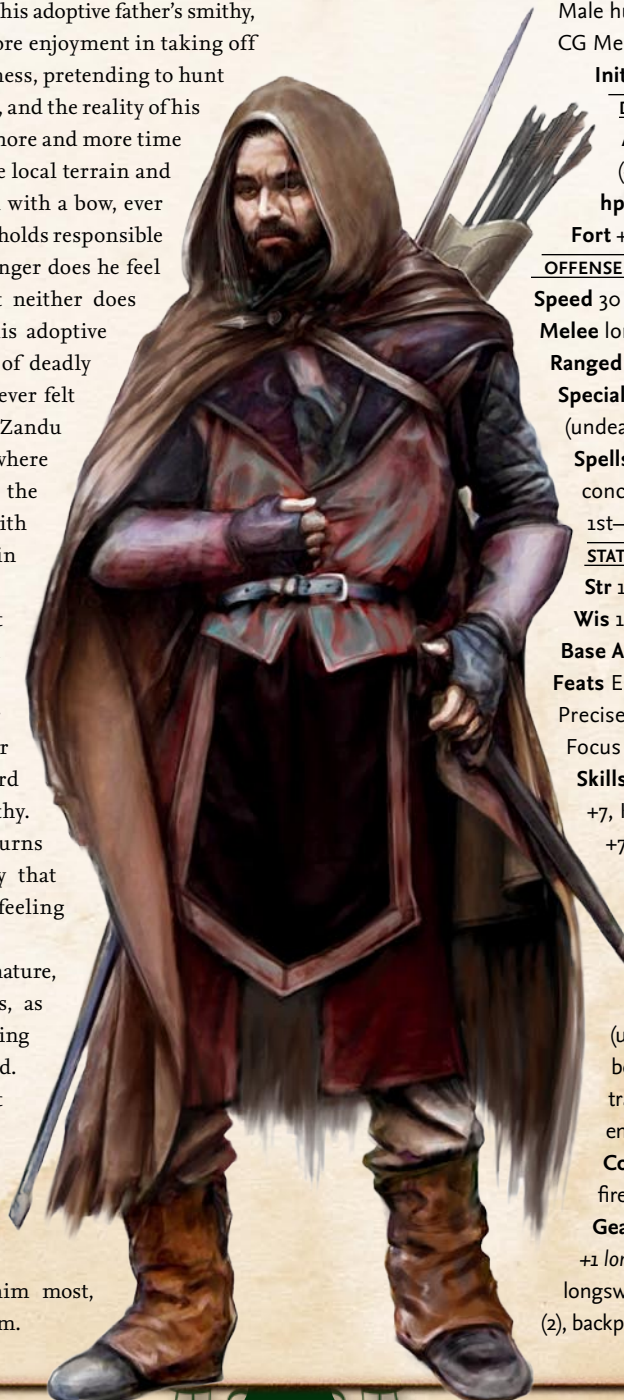
Languages Common

SQ favored terrain

(underground +2), hunter's
bond (companions), track +2,
traits (Orphan, Resilient), wild
empathy +4

Combat Gear alchemist's
fire (2), holy water; Other

Gear masterwork chain shirt,
+1 longbow with 20 arrows,
longsword, explorer's outfit, sunrods
(2), backpack, 636 gp



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Generic NPCs by CR

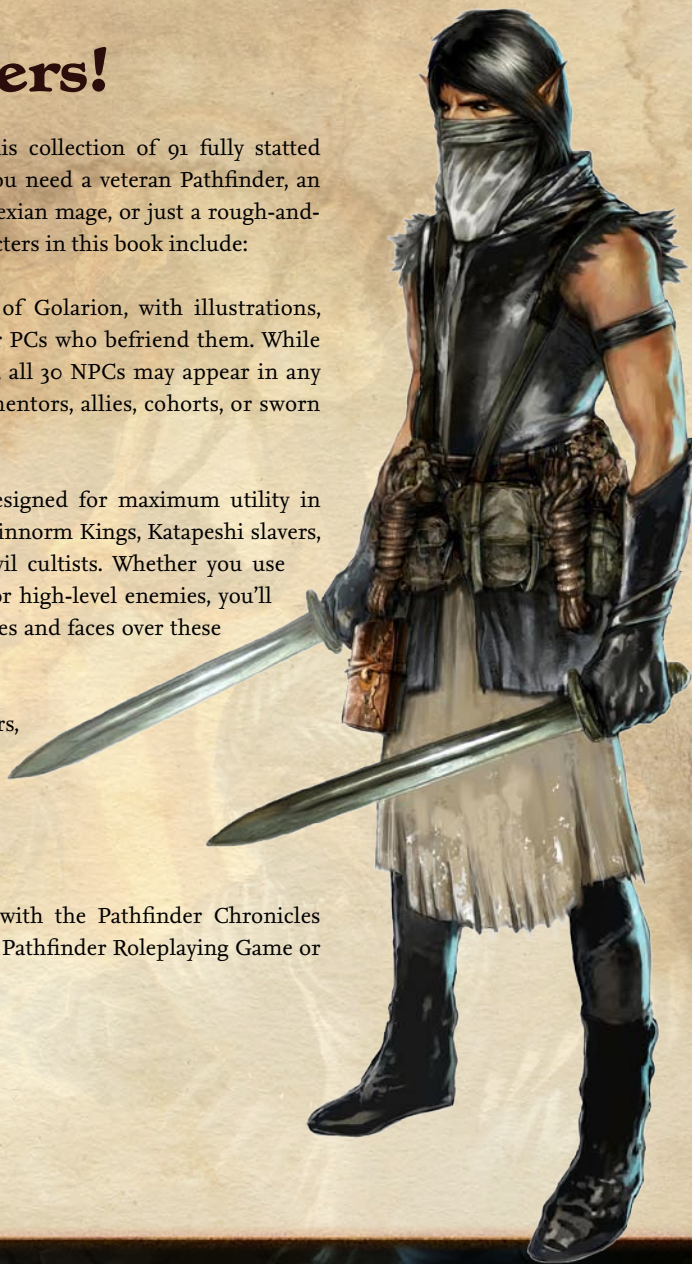
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