

Freedom 3.5 Conversion

NOTE: My campaigns are high psionic. PCs all get a free psionic or anti psionic feat. NPCs get the same treatment with a random roll, 25% get an anti-psionic, 25% get wild talent, and 50% get hidden talent. It's listed with a "(1)" in the stat blocks. If you don't want to play with that rule, don't use the abilities, it's an extra feat so it shouldn't affect anything. These may not be perfect, but they should get you through.

Named NPCs

Cavasidean

Cavasidean the Mul CR 4

Male Mul Gladiator 4

CN Medium Humanoid (Dwarf)

Init -1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven

AC 9, touch 9, flat-footed 9; Uncanny Dodge

(-1 Dex)

hp 42 (4d12+12)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Improvised Greatclub +8 (1d10+4) or

Melee Unarmed Strike +8 (1d3+4 nonlethal)

Base Atk +4; **Grp** +8

Atk Options Gladiatorial Performance 4/day (Combat Stance, Martial Display, Team Strike +1d4, Taunt), Improved Feint

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Offensive*

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

SQ Mul traits, Tireless, Arena Guile (+1)

Feats Cleave, Hidden Talent (Offensive Precognition)¹, Improved Feint B, Improved Unarmed Strike B, Power Attack

Skills Bluff +7 (+9 in melee), Climb +11, Intimidate +8, Jump +11, Perform (act) +3, Sense Motive +5 (+7 in melee)

Possessions Slave rags, improvised weapon (if any).

Ch'kraram

Ch'kraram CR 3

Male Thri-kreen Gladiator 2 / Fighter 1

NG Medium Monstrous Humanoid (Psionic)

Init +3; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Kreen

AC 18, touch 13, flat-footed 15; Deflect Arrows

(+3 Dex, +2 natural, +3 armor)

(Can manifest Inertial Armor for +4 AC instead of wearing armor)

hp 22 (2d12+1d10+3)

Immune sleep

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

Speed 40 ft. (8 squares)

Melee 4 Claws +4 each (1d4+2) and

Melee Bite -1 (1d4+1 plus poison)

(Using Multiweapon Fighting and Multiattack)

Base Atk +2; **Grp** +4

Atk Options Poison (Fort DC 12, 1d6 Dex/paralysis), Gladiatorial Performance 2/day (Combat Stance, Martial Display)

Powers Known (ML 1st; PP 1/day)

1st—*Inertial Armor* (+4 armor bonus to AC)

Abilities Str 15, Dex 16, Con 13, Int 6, Wis 12, Cha 4

SQ Leap (+30 racial bonus on Jump checks), Multiple limbs, Arena Guile (+1), Armor Optimization (+1 AC or -1 ACP)

Feats Deflect Arrows B, Hidden Talent (Inertial Armor)¹, Improved Unarmed Strike B, Multiattack, Multiweapon Fighting, Weapon Focus (Claw) B

Skills Balance +8, Climb +7, Hide +7 (+11 in sandy/arid), Jump +18, Listen +1, Spot +1

Possessions Studded leather armor, 1d4 Cp.

Cruerex (Informer)

Cruerex CR 2

Male Human Rogue 3

NE Medium Humanoid (Human)

Init +2; **Senses** Listen +6, Spot +4

Languages Common, Tyrian

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 16 (3d6+3)

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

Resist Evasion

Speed 30 ft. (6 squares)

Melee Unarmed Strike +1 (1d3-1 nonlethal)

Base Atk +2; **Grp** +1

Atk Options Sneak Attack +2d6

Powers Known (ML 1st; PP 1/day)

1st—*Missive* (Send 10-word message telepathically)

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

SQ Trapfinding, Trap Sense +1

Feats Alertness, Hidden Talent (*Missive*)¹, Persuasive

Skills Bluff +9, Diplomacy +5, Disguise +6 (+8 acting), Gather Information +8, Hide +8, Intimidate +8, Listen +6, Move Silently +8, Sense Motive +6, Spot +4

Possessions Simple clothing, pouch with 2d6 Cp.

Eramas

Eramas CR 3

Male Human Gladiator 3

NG Medium Humanoid (Human)

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Tyrian (potentially)

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor*)

(*Studded Leather*)

hp 28 (3d12+6)

DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Bone Wrist Razor +6 (1d6+2/19-20) (*includes -1 for material*) or

Melee Unarmed Strike +6 (1d3+3 nonlethal)

Base Atk +3; **Grp** +6

Atk Options Gladiatorial Performance 3/day (Combat Stance, Martial Display, Team Strike +1d4), Improved Feint

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

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

SQ Arena Guile (+1 Bluff/Sense Motive in melee)

Feats Exotic Weapon Proficiency (Wrist Razor)^B, Hidden Talent (*Vigor*)¹, Improved Feint^B, Improved Unarmed Strike^B, Weapon Focus (Wrist Razor)

Skills Balance +4, Bluff +4 (+5 in melee), Climb +7, Intimidate +6, Jump +7, Perform (act) +2, Sense Motive +0 (+1 in melee), Tumble +6

Possessions Masterwork Studded Leather armor, Bone Wrist Razor, 1d10 Cp.

Etheros

Etheros CR 6

Male Human Wizard 6 (Preserver)

NG Medium Humanoid (Human)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Tyrian, Elven, Halfling

AC 15, touch 12, flat-footed 13; (when *mage armor* is active)

(+2 Dex, +3 armor)

hp 27 (6d4+6)

Fort +3, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee Dagger +2 (1d4-1/19-20)

Ranged Dagger +5 (1d4-1/19-20, range 10 ft.)

Base Atk +3; **Grp** +2

Combat Gear Potionfruit of *cure moderate wounds*, scroll of *invisibility*, scroll of *sleep* (CL 6), scroll of *charm person or mammal* (CL 6), *amulet of protection* +1 (intended as reward)

Wizard Spells Prepared (CL 6th):

3rd—*clairaudience/clairvoyance*, *dispel magic*, *major image* (DC 16)

2nd—*detect thoughts* (DC 15), *invisibility*, *levitate*, *see invisibility*

1st—*alarm*, *comprehend languages*, *expeditious retreat*, *mage armor* †, *obscuring mist*

0—*detect magic* (2), *mage hand*, *message*

(† Already cast if anticipating trouble)

Powers Known (ML 1st; PP 1/day)

1st—*Conceal Thoughts* (DC 10 + Cha mod)

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

SQ Summon familiar

Feats Alertness, Combat Casting, Hidden Talent (*Conceal Thoughts*)¹, Scribe Scroll B, Silent Spell, Still Spell

Skills Concentration +10, Decipher Script +12, Diplomacy +4, Disguise +5 (+7 acting), Gather Information +5, Hide +8, Knowledge (arcana) +12, Knowledge (local Tyr) +8, Listen +4, Move Silently +8, Spellcraft +14, Spot +4

Possessions Combat Gear plus dagger, spell component pouch, spellbook (disguised), cloak, simple clothing, 2d10 Cp.

Faldar

Faldar CR 5

Male Human Wizard 5 (Preserver)

NG Medium Humanoid (Human)

Init +5; **Senses** Listen +1, Spot +1

Languages Common, Tyrian, Elven

AC 15, touch 11, flat-footed 14; (when *mage armor* is active)

(+1 Dex, +4 armor)

hp 11 (currently wounded); **Full hp** 22 (5d4+10)

Fort +3, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee Quarterstaff -1 (1d6-1) or

Melee Dagger -1 (1d4-1/19-20)

Base Atk +2; **Grp** +1

Combat Gear Potionfruit of *cure moderate wounds*, scroll of *invisibility*, scroll of *spider climb*

Wizard Spells Prepared (CL 5th):

3rd—*dispel magic*, *major image* (DC 15)

2nd—*blur, invisibility, levitate, see invisibility*

1st—*change self, expeditious retreat, mage armor †, obscuring mist, shield*

0—*detect magic (2), light, mage hand*

(† *Already cast*)

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10

SQ Summon familiar

Feats Alertness, Improved Initiative, Scribe Scroll B, Wild Talent¹

Skills Concentration +10, Decipher Script +10, Disguise +2 (+4 acting), Knowledge (arcana) +10, Knowledge (local Tyr) +6, Spellcraft +12

Possessions Combat Gear plus Quarterstaff, dagger, spell component pouch, spellbook (disguised), citizen's clothing, 3d6 Cp.

Granj

Granj CR 6

Male Human Fighter 4 / Rogue 2

CG Medium Humanoid (Human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Tyrian

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 37 (6 HD; 4d10+2d6+6)

Fort +6, **Ref** +7, **Will** +0

Resist Evasion

Speed 30 ft. (6 squares)

Melee Bone Short Sword +7/+2 (1d6+1/19-20) (*includes -1 for material*) or

Melee Unarmed Strike +7/+2 (1d3+2 nonlethal)

Base Atk +5; **Grp** +7

Atk Options Combat Expertise, Sneak Attack +1d6

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Offensive*

Abilities Str 14, Dex 14, Con 13, Int 10, Wis 8, Cha 15

SQ Trapfinding, Trap Sense +1

Feats Alertness, Combat Expertise B, Dodge B, Hidden Talent (Offensive Precognition)¹, Improved Initiative, Mobility B, Persuasive, Weapon Focus (Short Sword) B

Skills Bluff +11, Climb +9, Diplomacy +11, Escape Artist +7, Gather Information +7, Hide +7, Intimidate +11, Jump +9, Listen +1, Move Silently +7, Sense Motive +8, Spot +1, Tumble +7

Possessions Leather armor, Bone Short Sword, slave rags, 1d6 Cp.

Hamash

Hamash CR 2

Male Mul Rogue 2

N Medium Humanoid (Dwarf)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Dwarven (potentially others via Int)

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 11 (2d6+4)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/— nonlethal; Evasion

Fort +2, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)

Melee Club +4 (1d6+3) or

Melee Unarmed Strike +4 (1d3+3 nonlethal)

Ranged Club +2 (1d6+3, range 10 ft.)

Base Atk +1; **Grp** +4

Atk Options Sneak Attack +1d6

Powers Known (ML 1st; PP 1/day)

1st—*Conceal Thoughts* (DC 10 + Cha mod)

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

SQ Mul traits, Tireless, Trapfinding

Feats Alertness, Hidden Talent (*Conceal Thoughts*)¹

Skills Appraise +6, Balance +5, Bluff +3, Climb +8, Disable Device +6, Escape Artist +5, Hide +6, Intimidate +4, Jump +8, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Rope +5 (+7 bindings)

Possessions Leather armor, club, thieves' tools, 1d8 Cp.

Hivash

Hivash the Dwarf CR 3

Male Dwarf Fighter 4

CN Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Dwarven

AC 10, touch 10, flat-footed 10; (+4 dodge vs. giants)

hp 34 (4d10+8)

Resist Stability (+4 vs. bull rush/trip), +2 saves vs. poison, spells, spell-like abilities

Fort +6, **Ref** +1, **Will** +0 (*Includes +1 Wis, -2 Cha vs spells*)

Speed 20 ft. (4 squares)

Melee Improvised Club +6 (1d6+2) or

Melee Unarmed Strike +6 (1d3+2 nonlethal)

Ranged Rock +4 (1d4+2)

Base Atk +4; **Grp** +6

Atk Options +1 attack vs. giants

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 13, Cha 6
SQ Dwarf traits, Stonecunning
Feats Alertness, Power Attack B, Weapon Focus (Club) B, Wild Talent¹
Skills Climb +4, Craft (stonemasonry) +2, Intimidate +2, Jump +4
Possessions Slave rags, possibly an improvised club or rock.

Ismar

Ismar CR 2
Male Human Aristocrat 3
LN Medium Humanoid (Human)
Init +0; **Senses** Listen +1, Spot +1
Languages Common, Tyrian

AC 10, touch 10, flat-footed 10
hp 10 (3d8)
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)
Melee Steel Dagger +2 (1d4)
Base Atk +2; **Grp** +1

Powers Known (ML 1st; PP 1/day)
1st—*Detect Hostile Intent*

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 13, Cha 14
Feats Hidden Talent (Detect Hostile Intent)¹, Negotiator, Skill Focus (Diplomacy)
(¹)
Skills Appraise +7, Bluff +8, Diplomacy +12, Gather Information +8, Intimidate +4, Knowledge (nobility and royalty) +7, Sense Motive +7
Possessions Fine clothing, signet ring, pouch with 3d10 Cp and 1d6 sp.

Kanla

Kanla CR 6
Female Human Gladiator 6
NE Medium Humanoid (Human)
Init +2; **Senses** Listen -1, Spot -1
Languages Common, Tyrian

AC 14, touch 12, flat-footed 12; Uncanny Dodge
(+2 Dex, +2 armor*)
(*Leather Armor*)
hp 51 (6d12+12)
DR 1/– nonlethal
Fort +7, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee Bone Short Sword +10/+5 (1d6+2/19-20) (*includes -1 material*) or
Ranged Bola +8 touch (Trip attack only, Range 10 ft.) or

Melee Bola +9/+4 (1d4+3 nonlethal) (*used as improvised flail*)

Base Atk +6; **Grp** +9

Atk Options Gladiatorial Performance 6/day (Combat Stance, Martial Display, Team Strike +2d4, Taunt, Shake Off), Power Attack, Improved Feint, No Mercy

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Offensive* (+1 insight bonus on next attack)

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

SQ Arena Guile (+2 Bluff/Sense Motive in melee), Armor Optimization (-1 ACP)

Feats Dodge, Exotic Weapon Proficiency (Bola)B, Hidden Talent (Offensive Precognition)¹, Improved FeintB, Improved Unarmed StrikeB, Mobility, Power Attack, Weapon Focus (Short Sword)

Skills Balance +6, Bluff +7 (+9 in melee), Climb +9, Intimidate +10, Jump +9, Perform (act) +7, Sense Motive +5 (+7 in melee), Tumble +11

Possessions Leather armor, masterwork Bone Short Sword, Bola, 1d12 Cp.

Lissan

Lissan CR 6

Female Human Gladiator 6

N Medium Humanoid (Human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Tyrian (likely)

AC 15, touch 12, flat-footed 13; Uncanny Dodge
(+2 Dex, +2 armor, +1 armor optimization*)

(*Leather Armor*)

hp 57 (6d12+12)

DR 1/– nonlethal

Fort +7, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee Quarterstaff +9/+4 (1d6+2/1d6+2) or

Melee Unarmed Strike +8/+3 (1d3+2 nonlethal)

Base Atk +6; **Grp** +8

Atk Options Gladiatorial Performance 6/day (Combat Stance, Martial Display, Team Strike +2d4, Taunt, Shake Off), No Mercy

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 13, Cha 14

SQ Arena Guile (+2 Bluff/Sense Motive in melee), Armor Optimization (+1 AC)

Feats Dodge, Hidden Talent (Vigor) H, Improved Feint B, Improved Unarmed Strike B, Mobility, Power Attack, Weapon Focus (Quarterstaff)

(**Note: Gladiator bonus feats may vary; assigned Improved Feint here.**)

Skills Balance +8, Bluff +11 (+13 in melee), Climb +8, Escape Artist +8, Intimidate +11, Jump +8, Perform (act) +8, Sense Motive +7 (+9 in melee), Tumble +11

Possessions Leather armor, masterwork Quarterstaff, 2d6 Cp.

Liurgand

Liurgand CR 1

Male Mul Rogue 1

NE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen +3, Spot +3

Languages Common

AC 10, touch 10, flat-footed 10

hp 8 (1d6+2)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +1 (1d3+1 nonlethal)

Base Atk +0; **Grp** +1

Atk Options Sneak Attack +1d6

Powers Known (ML 1st; PP 1/day)

1st—*Sense Link*

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

SQ Mul traits, Tireless, Trapfinding

Feats Hidden Talent (Sense Link)¹, Skill Focus (Listen)

Skills Bluff +6, Diplomacy +6, Gather Information +6, Hide +4, Listen +7, Move Silently +4, Sense Motive +3, Spot +3

Possessions Slave rags.

Mahlanda

Mahlanda CR 3

Female Human Wizard 3 (Preserver)

CG Medium Humanoid (Human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Tyrian, Elven (potentially others)

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 11 (3d4+3) (*Original listed hp was 7*)

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

Speed 30 ft. (6 squares)

Melee Quarterstaff +2 (1d6+1) or

Melee Obsidian Dagger +1 (1d4/19-20) (*includes -1 for material*)

Ranged Obsidian Dagger +4 (1d4/19-20, range 10 ft.) (*includes -1 for material*)

Base Atk +1; **Grp** +2

Combat Gear Scroll of *mage armor*, Scroll of *invisibility*

Wizard Spells Prepared (CL 3rd):

2nd—*invisibility*, *levitate*

1st—*mage armor, obscuring mist, shield, silent image* (DC 14)

0—*detect magic* (2), *light, mage hand*

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 13, Dex 17, Con 13, Int 16, Wis 14, Cha 14

SQ Summon familiar

Feats Scribe Scroll B, Skill Focus (Spellcraft), Stealthy, Wild Talent¹

Skills Concentration +7, Craft (alchemy) +9, Decipher Script +9, Hide +9, Knowledge (arcana) +9, Knowledge (local Tyr) +5, Move Silently +9, Profession (cook) +8, Spellcraft +11 (+13 scrolls)

Possessions Combat Gear plus Quarterstaff, Obsidian Dagger, spell component pouch, spellbook (disguised), commoner's clothing, 1d8 Cp.

Morvak

Morvak CR 7

Male Half-Giant Gladiator 5 / Fighter 2

LN Large Giant

Init -1; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot -1

Languages Common, Giant

AC 12, touch 8, flat-footed 12

(-1 size, -1 Dex, +2 natural, +2 armor)

hp 72 (7 HD; 5d12+2d10+28)

Fort +10, **Ref** +1, **Will** +1

Speed 40 ft. (8 squares)

Melee Large Greatclub +13/+8 (2d8+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options Gladiatorial Performance 5/day (Combat Stance, Martial Display, Team Strike +1d4, Taunt, Shake Off), Power Attack, Cleave

Combat Gear Potionfruit of *bull's strength*

Powers Known (ML 1st; PP 1/day)

1st—*Body Adjustment* (Heal 1d12 damage)

Abilities Str 23, Dex 8, Con 18, Int 8, Wis 9, Cha 6

SQ Half-Giant traits, Arena Guile (+1), Armor Optimization (-1 ACP), Uncanny Dodge

Feats Cleave B-Ftr, Combat Expertise, Hidden Talent (Body Adjustment)¹, Improved Unarmed Strike B-Glad, Power Attack B-Ftr, Weapon Focus (Greatclub) B-Glad, Weapon Specialization (Greatclub) B-Ftr

Skills Climb +8, Intimidate +6, Jump +8, Perform (act) +2, Profession (Gladiator Trainer) +4, Sense Motive +3 (+4 in melee)

Possessions Combat Gear plus Large Leather Armor, Large Greatclub, 1d10 Cp.

Nandlex

Nandlex CR 2

Male Elf Rogue 2

CE Medium Humanoid (Elf)

Init +3; **Senses** Low-light vision; Listen +2, Spot +2

Languages Common, Elven

AC 14, touch 13, flat-footed 11

(+3 Dex, +1 armor*)

(Simple harness made from tough hide, counts as Padded Armor for stats)

hp 9 (2d6-2)

Fort -1, **Ref** +6, **Will** +0 (+2 vs enchantment)

Immune sleep effects

Speed 40 ft. (8 squares)

Melee Bone Dagger +4 (1d4+2/19-20)

Ranged Bone Dagger +4 (1d4+2/19-20, range 10 ft.)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack +1d6

Psionic Wild Talent¹ (1 PP/day)

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

SQ Elven traits, Evasion, Trapfinding

Feats Weapon Finesse, Wild Talent¹

Skills Balance +5, Bluff +6, Climb +7, Hide +8, Intimidate +6, Jump +6, Listen +2, Move Silently +8, Search +3, Spot +2, Tumble +8

Possessions Simple hide harness (counts as Padded Armor), bone dagger, 1d6 Cp.

Niave of the Waste

Niave of the Waste CR 1/2

Female Half-Elf Expert 1

CN Medium Humanoid (Elf)

Init +1; **Senses** Low-light vision; Listen +1, Spot +0

Languages Common, Elven

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 4 (1d6)

Fort +0, **Ref** +1, **Will** +1 (+2 vs. enchantment)

Immune sleep effects

Speed 30 ft. (6 squares)

Melee Unarmed Strike -1 (1d3-1 nonlethal)

Base Atk +0; **Grp** -1

Powers Known (ML 1st; PP 1/day)

1st—*Empathy* (Gain +2 insight bonus on Bluff, Diplomacy, Intimidate, Sense Motive)

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

SQ Half-Elf traits

Feats Hidden Talent (Empathy)¹, Skill Focus (Bluff)

Skills Bluff +8, Climb +0, Diplomacy +8, Gather Information +3, Hide +1, Listen +1, Move Silently +1, Sense

Motive +3, Spot +0, Survival +3

Possessions Slave rags.

Orman of the Waste

Orman of the Waste CR 3

Male Half-Elf Ranger 3

NG Medium Humanoid (Elf)

Init +2; **Senses** Low-light vision; Listen +9, Spot +4

Languages Common, Elven

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 22 (3d8+9)

Fort +6, **Ref** +5, **Will** +3 (+2 vs. enchantment)

Immune sleep effects

Speed 30 ft. (6 squares)

Melee Bone Longsword +6 (1d8+2/19-20) (*includes -1 for material*) or

Melee TWF Bone Longsword +4 (1d8+2/19-20) and Bone Short Sword +4 (1d6-1/19-20) (*includes -1 for material*)

Base Atk +3; **Grp** +6

Special Actions Favored Enemy Gith +2

Powers Known (ML 1st; PP 1/day)

1st—*Know Direction and Location*

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 15, Cha 7

SQ Half-Elf traits, Wild Empathy +2 (-2 magical beasts)

Feats Endurance B, Hidden Talent (Know Direction and Location)¹, Track B, Two-Weapon Fighting, Weapon Focus (Longsword)

Skills Climb +9, Handle Animal +4, Hide +8, Knowledge (nature) +2, Listen +9, Move Silently +8, Search +2, Spot +4, Survival +8 (+10 tracking)

Possessions Leather armor, Bone Longsword, Bone Short Sword, traveler's outfit, 1d10 Cp.

Prithen

Prithen CR 2

Male Elf Rogue 2

CE Medium Humanoid (Elf)

Init +3; **Senses** Low-light vision; Listen +2, Spot +2

Languages Common, Elven

AC 14, touch 13, flat-footed 11

(+3 Dex, +1 armor*)

(*Simple harness made from tough hide, counts as Padded Armor for stats*)

hp 7 (2d6-2)

Fort -1, **Ref** +6, **Will** +0 (+2 vs enchantment)

Immune sleep effects

Speed 40 ft. (8 squares)

Melee Bone Dagger +3 (1d4+2/19-20)

Ranged Bone Dagger +5 (1d4+2/19-20, range 10 ft.)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack +1d6

Psionic Powers Known (ML 1st; PP 1/day)

1st—*Burst*

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

SQ Elven traits, Evasion, Trapfinding

Feats Hidden Talent (Burst)¹, Weapon Finesse

Skills Balance +5, Bluff +6, Climb +7, Hide +8, Intimidate +6, Jump +6, Listen +2, Move Silently +8, Search +3, Spot +2, Tumble +8

Possessions Simple hide harness (counts as Padded Armor), bone dagger, 1d6 Cp.

Ramachil

Ramachil CR 1/2

Male Elf Rogue 1

CN Medium Humanoid (Elf)

Init +3; **Senses** Low-light vision; Listen +1, Spot +1

Languages Common, Elven

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 4 (1d6-2)

Fort -2, **Ref** +5, **Will** -1 (+2 vs. enchantment)

Immune sleep effects

Speed 40 ft. (8 squares)

Melee Improvised Dagger +0 (1d4/19-20) or

Melee Unarmed Strike +0 (1d3 nonlethal)

Ranged by weapon +3

Base Atk +0; **Grp** +0

Atk Options Sneak Attack +1d6

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 10, Dex 16, Con 6, Int 10, Wis 8, Cha 12

SQ Elven traits, Trapfinding

Feats Stealthy, Wild Talent¹

Skills Balance +7, Bluff +5, Climb +4, Escape Artist +7, Hide +9, Listen +1, Move Silently +9, Search +2, Sleight of Hand +7, Spot +1, Tumble +7

Possessions Slave rags, possibly an improvised dagger.

Regle

Regle CR 2

Male Human Aristocrat 3

LN Medium Humanoid (Human)

Init -1; **Senses** Listen +1, Spot +1

Languages Common, Tyrian

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 13 (3d8)

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

Speed 30 ft. (6 squares)

Melee Steel Dagger +2 (1d4)

Base Atk +2; **Grp** +2

Psionic Wild Talent¹ (1 PP/day)

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

Feats Investigator, Persuasive, Wild Talent¹

Skills Appraise +7, Bluff +8, Diplomacy +10, Gather Information +8, Intimidate +8, Knowledge (nobility and royalty) +7, Sense Motive +7

Possessions Fine clothing, signet ring, pouch with 3d10 Cp and 1d6 sp.

Templar Mandax

Templar Mandax CR 3

Male Mul Templar 3

LE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Tyrian

AC 16, touch 10, flat-footed 16

(+6 armor*, +0 Dex)

Includes Shell Armor (+4 AC) and Heavy Wooden Shield (+2 AC). Shell armor has ACP -2, Max Dex +4.

hp 25 (3d8+6)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/– nonlethal

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

Speed 20 ft. in shell armor (4 squares), base speed 30 ft.

Melee Bone Longsword +5 (1d8+2/19-20) *(includes -1 for material)*

Base Atk +2; **Grp** +5

Atk Options Turn Undead 3/day (+0, 2d6+3, 3rd)

Combat Gear Scroll of *cure light wounds* (CL 3rd)

Templar Spells Known (CL 3rd):

1st (4/day)—*command* (DC 9), *cure light wounds*, *disguise self* D, *doom* (DC 9), *magic weapon* D, *protection from good*, *shield of faith*

0 (5/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+5 melee touch), *resistance*, *virtue*
D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff, Disguise, Hide are class skills).

Spell-Like Abilities (CL 3rd): 3/day total—*arcane mark*, *purify food and drink*, *slave scent*

Abilities Str 16, Dex 11, Con 14, Int 10, Wis 8, Cha 10

SQ Mul traits, Secular Authority, Assume Domain, Sigil

Feats Hostile Mind¹, Secular Authority B, Weapon Focus (Longsword)

Skills Bluff +0, Concentration +8, Diplomacy +6, Disguise +0, Hide +0, Intimidate +6, Knowledge (local Tyr) +6, Sense Motive +5, Spellcraft +6

Possessions Combat gear plus masterwork Shell Armor, masterwork Heavy Wooden Shield, masterwork Bone Longsword, templar sigil, 2d6 Cp.

Torban

Torban CR 6

Male Half-Giant Fighter 6

LE Large Giant

Init +0; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot -1

Languages Common, Giant

AC 16, touch 9, flat-footed 16

(-1 size, +0 Dex, +2 natural, +5 armor*)

(*Large Chitin Armor*)

hp 84 (6d10+24)

Fort +9, **Ref** +2, **Will** +1

Speed 30 ft. in chitin armor (6 squares), base speed 40 ft.

Melee Large Greatclub +12/+7 (2d8+9)

Ranged Large Javelin +5 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +16

Atk Options Power Attack, Cleave, Great Cleave

Powers Known (ML 1st; PP 1/day)

1st—*Expansion* (+2 size bonus to Str, -2 size penalty to Dex)

Abilities Str 23, Dex 11, Con 18, Int 6, Wis 8, Cha 4

SQ Half-Giant traits

Feats Cleave, Great Cleave, Hidden Talent (*Expansion*)¹, Power Attack, Weapon Focus (Greatclub), Weapon Specialization (Greatclub)

Skills Climb +7*, Intimidate +4, Jump +7*

**Includes -6 armor check penalty from Large Chitin Armor.*

Possessions Large masterwork Chitin Armor, Large masterwork Greatclub (dense wood), 3 Large Javelins, 2d8 Cp.

Urrgos

Urrgos CR 3

Male Half-Giant Fighter 4

NG Large Giant

Init +1; **Senses** Darkvision 60 ft., Low-light vision; Listen -2, Spot -2

Languages Common, Giant

AC 12, touch 10, flat-footed 11

(-1 size, +1 Dex, +2 natural)

hp 44 (4d10+8)

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

Speed 40 ft. (8 squares)

Melee Unarmed Strike +9 (1d4+5 nonlethal) or

Melee Grapple +13

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +13

Atk Options Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 20, Dex 12, Con 15, Int 10, Wis 7, Cha 3

SQ Half-Giant traits

Feats Alertness, Hidden Talent (*Vigor*)¹, Improved Unarmed Strike B, Power Attack, Weapon Focus (Unarmed Strike)B

Skills Climb +8, Intimidate +0, Jump +8, Listen -2, Spot -2

Possessions Slave rags.

Verrasi of Minthur

Verrasi of Minthur CR 1

Male Human Aristocrat 2

LN Medium Humanoid (Human)

Init +0; **Senses** Listen -1, Spot -1

Languages Common, Tyrian

AC 10, touch 10, flat-footed 10

hp 7 (2d8)

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

Speed 30 ft. (6 squares)

Melee Dagger -1 (1d4-1/19-20) or

Melee Unarmed strike -1 (1d3-1 nonlethal)

Base Atk +1; **Grp** +0

Psionic Wild Talent¹ (1 PP/day)

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

Feats Negotiator, Wild Talent¹

Skills Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +4, Knowledge (nobility and royalty) +6, Sense Motive +4

Possessions Noble's outfit, signet ring, dagger (hidden), pouch with 2d10 Cp and 1d4 sp.

Verrasi Slave Gladiator

Verrasi's Gladiator-Slave CR 1

Male Mul Gladiator 1

LN Medium Humanoid (Dwarf)

Init +1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 14 (1d12+2)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +2 (1d3+2 nonlethal) or

Melee Club +2 (1d6+2) (*if carrying one*)

Base Atk +1; **Grp** +3

Atk Options Gladiatorial Performance 1/day (Combat Stance)

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Defensive* (+1 insight bonus to AC)

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

SQ Mul traits, Tireless

Feats Endurance, Hidden Talent (Precognition, Defensive)¹

Skills Climb +6, Intimidate +4, Jump +6, Perform (act) +2, Tumble +3

Possessions Slave rags.

Background NPCs

Citizen, typical

Typical Citizen CR 1/2

Male/Female Human Commoner 1

N Medium Humanoid (Human)

Init +0; **Senses** Listen -1, Spot -1

Languages Common, Tyrian

AC 10, touch 10, flat-footed 10

hp 4 (1d4)

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +0 (1d3 nonlethal)

Base Atk +0; **Grp** +0

Powers Known (ML 1st; PP 1/day)

1st—*Missive* (Send 10-word message telepathically)

Abilities Str 11, Dex 11, Con 10, Int 10, Wis 9, Cha 8

Feats Hidden Talent (Missive)¹, Skill Focus (Profession [any])

Skills Listen -1, Profession ([any]) +2, Spot -1 (*Plus other skills appropriate to profession*)

Possessions Simple clothing, 1d4 Cp.

Elf, typical

Typical Elf CR 2

Male/Female Elf Rogue 3

N Medium Humanoid (Elf)

Init +3; **Senses** Low-light vision; Listen +4, Spot +4

Languages Common, Elven

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

hp 12 (3d6-3)

Fort +0, **Ref** +6, **Will** +1 (+2 vs. enchantment)

Immune sleep effects

Resist Evasion

Speed 40 ft. (8 squares)

Melee Bone Wrist Razor +4 (1d6/19-20) (*includes -1 material, using Weapon Finesse*)

Ranged Bone Wrist Razor +4 (1d6/19-20, range 10 ft.) (*includes -1 material*)

Base Atk +2; **Grp** +3

Atk Options Sneak Attack +2d6

Powers Known (ML 1st; PP 1/day)

1st—*Burst* (+10 ft enhancement bonus to speed for 1 round)

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

SQ Elven traits, Trapfinding, Trap Sense +1

Feats Hidden Talent (Burst)¹, Weapon Finesse, Weapon Focus (Wrist Razor) B-Rogue Finesse

Skills Balance +10, Bluff +5, Climb +7, Disable Device +7, Escape Artist +9, Hide +9, Jump +7, Listen +4 (+6 behind doors), Move Silently +9, Open Lock +9, Search +5 (+7 secret doors), Sleight of Hand +9, Spot +4 (+6 for details), Tumble +9

Possessions Leather armor, Bone Wrist Razor, Thieves' Tools, 2d8 Cp.

Gang Leader

Mul Gang Leader CR 5

Male Mul Fighter 5

CE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common

AC 10, touch 10, flat-footed 10

hp 47 (5d10+15)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/— nonlethal

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +10/+5 (1d3+4 nonlethal) or

Melee Grapple +13

Base Atk +5; **Grp** +13

Atk Options Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Grip of Iron* (+4 bonus on grapple checks)

Abilities Str 18, Dex 10, Con 16, Int 10, Wis 8, Cha 8

SQ Mul traits, Tireless

Feats Hidden Talent (*Grip of Iron*)¹, Improved GrappleB, Improved Unarmed StrikeB, Power Attack, Skill Focus (Intimidate), Weapon Focus (Unarmed Strike)B

Skills Climb +9, Intimidate +10, Jump +9

Possessions Slave rags, 2d4 Cp.

Gladiator, dwarf

Dwarf Gladiator CR 5

Male/Female Dwarf Gladiator 5

N Medium Humanoid (Dwarf)

Init +1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Dwarven

AC 16, touch 12, flat-footed 15; Uncanny Dodge, (+4 dodge vs. giants)

(+1 Dex, +4 armor, +1 armor optimization*, +1 dodge)

(*Scale Mail*)

hp 47 (5d12+15)

DR 1/– nonlethal

Resist Stability (+4 vs. bull rush/trip), +2 saves vs. poison, spells, spell-like abilities

Fort +7, **Ref** +2, **Will** +1 (+2 vs *spells*)

Speed 20 ft. in scale mail (4 squares)

Melee Stone Club +8 (1d6+2) (*includes -1 for material*) or

Melee Unarmed Strike +8 (1d3+3 nonlethal)

Base Atk +5; **Grp** +8

Atk Options Gladiatorial Performance 5/day (Combat Stance, Martial Display, Team Strike +1d4, Taunt, Shake Off), +1 attack vs. giants, Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 6

SQ Dwarf traits, Stonecunning, Arena Guile (+1), Armor Optimization (+1 AC)

Feats Dodge, Exotic Weapon Proficiency (Net) B, Hidden Talent (*Vigor*)¹, Improved Feint B, Improved Unarmed Strike B, Power Attack, Weapon Focus (Club)

Skills Balance +3*, Bluff +2 (+4 in melee), Climb +3*, Craft (stonemasonry) +2, Intimidate +6, Jump +3*, Perform (act) +2, Sense Motive +6 (+8 in melee), Tumble +5*

**Includes -4 armor check penalty from Scale Mail.*

Possessions Scale mail, Stone Club, Net, 1d10 Cp.

Gladiator, human

Human Gladiator CR 4

Male/Female Human Gladiator 4

N Medium Humanoid (Human)

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Tyrian

AC 15, touch 13, flat-footed 13; Uncanny Dodge

(+2 Dex, +2 armor, +1 dodge)

(*Leather Armor*)

hp 30 (4d12+4)

DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Obsidian Longsword +7 (1d8+1/19-20) (*includes -1 for material*) or

Melee Unarmed Strike +6 (1d3+2 nonlethal)

Base Atk +4; **Grp** +6

Atk Options Gladiatorial Performance 4/day (Combat Stance, Martial Display, Team Strike +1d4, Taunt), Improved Feint

Psi-like Abilities *Mental Resistance* (+2 insight bonus on Will saves vs psi-like)¹

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12

SQ Arena Guile (+1), Armor Optimization (-1 ACP)

Feats Dodge H, Exotic Weapon Proficiency (Net) B, Improved Feint B, Improved Unarmed Strike B, Mental Resistance¹, Mobility, Weapon Focus (Longsword)

Skills Balance +6, Bluff +7 (+9 in melee), Climb +6, Intimidate +8, Jump +6, Perform (act) +7, Sense Motive +5 (+7 in melee), Tumble +9

Possessions Leather armor, Obsidian Longsword, Net, 1d10 Cp.

Gladiator, mul

Mul Gladiator CR 4

Male/Female Mul Gladiator 4

N Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven

AC 15, touch 11, flat-footed 15; Uncanny Dodge

(+0 Dex, +4 armor, +1 armor optimization*, +1 dodge)

(*Scale Mail*)

hp 42 (4d12+12)

DR 1/– nonlethal

Resist +4 vs. nonlethal damage, fatigue, exhaustion

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

Speed 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee Bone Short Sword +9 (1d6+3/19-20) (*includes -1 for material*) or

Melee Unarmed Strike +8 (1d3+4 nonlethal)

Ranged Dart +4 (1d4+4, range 20 ft.)

Base Atk +4; **Grp** +8

Atk Options Gladiatorial Performance 4/day (Combat Stance, Martial Display, Team Strike +1d4, Taunt), Power Attack, Improved Feint

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 18, Dex 10, Con 17, Int 10, Wis 8, Cha 8

SQ Mul traits, Tireless, Arena Guile (+1), Armor Optimization (+1 AC)

Feats Dodge, Exotic Weapon Proficiency (Net) B, Hidden Talent (*Vigor*)¹, Improved Feint B, Improved Unarmed Strike B, Power Attack, Weapon Focus (Short Sword)

Skills Balance +2*, Bluff +5 (+7 in melee), Climb +6*, Intimidate +6, Jump +6*, Perform (act) +3, Sense Motive +5 (+7 in melee), Tumble +4*

**Includes -4 armor check penalty from Scale Mail.*

Possessions Scale Mail, Bone Short Sword, 10 Darts, 1d10 Cp.

Guard, Half-Giant

Half-Giant Guard CR 1

Male/Female Half-Giant Warrior 2

LN Large Giant

Init -1; **Senses** Darkvision 60 ft., Low-light vision; Listen -2, Spot -2

Languages Common, Giant

AC 14, touch 8, flat-footed 14

(-1 size, -1 Dex, +2 natural, +4 armor*)

(*Large Shell Armor*)

hp 19 (2d8+6)

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

Speed 30 ft. in shell armor (6 squares); base speed 40 ft.

Melee Large Greatclub +6 (2d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +2; **Grp** +11

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 21, Dex 8, Con 16, Int 4, Wis 6, Cha 4

SQ Half-Giant traits

Feats Power Attack, Wild Talent¹

Skills Climb +4*, Intimidate +0

**Includes -7 armor check penalty from Large Shell Armor.*

Possessions Large Shell Armor, Large Greatclub, 1d4 Cp.

Guard, half-giant - alt

Half-Giant Guard CR 2

Male/Female Half-Giant Fighter 3

N Large Giant

Init -1; **Senses** Darkvision 60 ft., Low-light vision; Listen -2, Spot -2

Languages Common, Giant

AC 15, touch 9, flat-footed 15

(-1 size, -1 Dex, +2 natural, +4 armor, +1 dodge)

(*Large Scale Mail*)

hp 27 (3d10+9)

Fort +6, **Ref** +0, **Will** -1

Speed 30 ft. in scale mail (6 squares); base speed 40 ft.

Melee Large Obsidian Longsword +8 (2d6+5/19-20) (*includes -1 for material*)

Ranged Large Javelin +1 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +13

Atk Options Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Defensive* (+1 insight bonus to AC)

Abilities Str 22, Dex 8, Con 17, Int 4, Wis 6, Cha 6

SQ Half-Giant traits

Feats Dodge B, Hidden Talent (*Precognition, Defensive*)¹, Power Attack B, Weapon Focus (Longsword) B

Skills Climb +5*, Intimidate +0, Jump +5*

**Includes -7 armor check penalty from Large Scale Mail.*

Possessions Large Scale Mail, Large Obsidian Longsword, 2 Large Javelins, 1d6 Cp.

Guard, human

Human Guard CR 3

Male/Female Human Fighter 4

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0 (+4 when focused)

Languages Common, Tyrian

AC 16, touch 12, flat-footed 15

(+1 Dex, +4 armor, +1 dodge)

(*Scale Mail*)

hp 26 (4d10+4)

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

Speed 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee Bone Spear +7 (1d8+3/x3) (*includes -1 for material*)

Ranged Spear +5 (1d8+1/x3, range 20 ft.) (*includes -1 for material*)

Base Atk +4; **Grp** +6

Atk Options Cleave, Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Synesthete* (+4 racial bonus on Listen/Spot checks while focused)

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

Feats Cleave B, Dodge B, Endurance, Hidden Talent (Synesthete)¹, Power Attack B, Weapon Focus (Spear) B, Weapon Specialization (Spear) B

Skills Climb +3*, Intimidate +5, Jump +3*

**Includes -4 armor check penalty from Scale Mail.*

Possessions Scale Mail, Bone Spear, 1d8 Cp.

Guard, officer

Guard Officer CR 7

Male/Female Human Fighter 7

N Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Tyrian

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 armor)

(Plate Mail)

hp 45 (7d10+7)

Fort +6, **Ref** +4, **Will** +3

Speed 20 ft. in plate mail (4 squares), base speed 30 ft.

Melee Masterwork Steel Longsword +11/+6 (1d8+4/19-20) or

Melee Metal Dagger +10/+5 (1d4+2/19-20)

Ranged by weapon +9/+4

Base Atk +7; **Grp** +9

Atk Options Combat Expertise, Improved Disarm, Power Attack

Psionic Wild Talent¹ (1 PP/day)

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

Feats Alertness, Combat Expertise B, Greater Weapon Focus (Longsword) B, Greater Weapon Specialization (Longsword) B, Improved Disarm, Improved Initiative, Leadership, Power Attack, Weapon Focus (Longsword) B, Weapon Specialization (Longsword) B, Wild Talent¹

Skills Climb -2*, Diplomacy +4, Handle Animal +2, Intimidate +7, Jump -2*, Ride +4, Sense Motive +3

**Includes -6 armor check penalty from Plate Mail.*

Possessions Plate Mail, Masterwork Steel Longsword, Metal Dagger, 3d6 Cp, 1d6 sp.

Innkeeper, Thri-kreen

Thri-kreen Innkeeper CR 4

Male Thri-kreen Rogue 3

NE Medium Monstrous Humanoid (Psionic)

Init +4; **Senses** Darkvision 60 ft.; Listen +7, Spot +7

Languages Kreen, Common (cannot speak Common well)

AC 16, touch 14, flat-footed 12; Deflect Arrows

(+4 Dex, +2 natural)

hp 16 (3d6+3)

Immune sleep

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

Speed 40 ft. (8 squares)

Melee 4 Claws +7 (1d4+2) and

Melee Bite +2 (1d4+1 plus poison)

Base Atk +2; **Grp** +4

Atk Options Poison (bite, Fort DC 12, 1d6 Dex/paralysis), Sneak Attack +2d6

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Offensive* (+1 insight bonus on next attack roll)

Abilities Str 15, Dex 18, Con 12, Int 8, Wis 12, Cha 4

SQ Leap +30 racial bonus on Jump checks, Multiple limbs, Evasion, Trapfinding, Trap Sense +1

Feats Deflect Arrows B, Hidden Talent (*Precognition, Offensive*)¹, Multiattack, Weapon Finesse

Skills Appraise +5, Balance +10, Bluff +5, Climb +8, Hide +10 (+14 in sandy/arid), Intimidate +3, Jump +18, Listen +7, Move Silently +10, Profession (Innkeeper) +7, Sense Motive +7, Sleight of Hand +10, Spot +7, Tumble +10

Possessions Simple clothing, 3 doses of Sleep-Poison (Ingested, DC 15), pouch with 3d8 Cp.

Noble, minor

Minor Noble CR 1/2

Male/Female Human Aristocrat 1

N Medium Humanoid (Human)

Init -1; **Senses** Listen -1, Spot -1

Languages Common, Tyrian

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 4 (1d8)

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

Speed 30 ft. (6 squares)

Melee Metal Dagger +0 (1d4/19-20) or

Melee Unarmed Strike +0 (1d3 nonlethal)

Base Atk +0; **Grp** +0

Powers Known (ML 1st; PP 1/day)

1st—*Detect Hostile Intent*

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

Feats Hidden Talent (*Detect Hostile Intent*)¹, Skill Focus (Diplomacy)

Skills Appraise +4, Bluff +5, Diplomacy +8, Gather Information +5, Intimidate +3, Knowledge (nobility and royalty) +4, Ride +3, Sense Motive +3

Possessions Fine clothing, metal dagger, signet ring, 2d6 Cp, 1d4 sp.

Overseer, dwarf

Dwarf Overseer CR 4

Male/Female Dwarf Fighter 4

NE Medium Humanoid (Dwarf)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Dwarven

AC 12, touch 12, flat-footed 11; (+4 dodge vs. giants)

(+1 Dex, +1 dodge)

hp 36 (4d10+12)

Resist Stability (+4 vs. bull rush/trip), +2 saves vs. poison, spells, spell-like abilities

Fort +7, **Ref** +2, **Will** +0 (+2 vs *spells*)

Speed 20 ft. (4 squares)

Melee Whip +7 (1d3+2 nonlethal) or

Melee Unarmed Strike +6 (1d3+2 nonlethal)

Base Atk +4; **Grp** +6

Atk Options +1 attack vs. giants, Combat Expertise, Improved Trip (with whip)

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 15, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SQ Dwarf traits, Stonecunning

Feats Combat Expertise B, Dodge B, Exotic Weapon Proficiency (Whip) B, Hidden Talent (*Vigor*)¹, Improved Trip, Weapon Focus (Whip) B

Skills Appraise +2 (+4 stone/metal), Craft (stonemasonry) +4, Handle Animal +2, Intimidate +5, Ride +3

Possessions Whip, Overseer's uniform/clothing, 2d6 Cp.

Overseer, human

Human Overseer CR 2

Male/Female Human Fighter 2

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Tyrian

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 14 (2d10)

Fort +3, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee Scourge +4 (1d6+1/18-20) or

Melee Unarmed Strike +3 (1d3+1 nonlethal)

Base Atk +2; **Grp** +3

Atk Options Cleave, Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Precognition, Offensive* (+1 insight bonus on next attack roll)

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

Feats Cleave B, Hidden Talent (Offensive Precognition)¹, Power Attack B, Weapon Focus (Scourge) B

Skills Handle Animal +3, Intimidate +3, Ride +5

Possessions Scourge, Overseer's uniform/clothing, 1d6 Cp.

Overseer, human - alt

Cruel Overseer CR 3

Male Human Warrior 4

NE Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 26 (4d8+8)

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

Speed 30 ft. (6 squares)

Melee Whip +7 (1d3+3 nonlethal) or

Melee Unarmed Strike +7 (1d3+3 nonlethal)

Ranged by weapon +6

Base Atk +4; **Grp** +7

Atk Options Can use whip to make trip attacks

Powers Known (ML 1st; PP 1/day)

1st—*Hostile Empathic Transfer* (Inflict 1d10 dmg, take half)

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

Feats Hidden Talent (Hostile Empathic Transfer)¹, Skill Focus (Intimidate), Toughness, Weapon Focus (Whip)

Skills Climb +5, Intimidate +9, Jump +5

Possessions Leather armor, whip, 1d6 Cp.

Slave, dwarf

Dwarf Slave CR 1/2

Male/Female Dwarf Commoner 1

N Medium Humanoid (Dwarf)

Init -1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Dwarven

AC 9, touch 9, flat-footed 9; (+4 dodge vs. giants)

(-1 Dex)

hp 6 (1d4+2)

Resist Stability (+4 vs. bull rush/trip), +2 saves vs. poison, spells, spell-like abilities

Fort +2 (+4 vs poison/spells), **Ref** -1, **Will** +0 (+2 vs spells)

Speed 20 ft. (4 squares)

Melee Unarmed Strike +0 (1d3 nonlethal)

Base Atk +0; **Grp** +0

Atk Options +1 attack vs. giants

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

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

SQ Dwarf traits, Stonecunning

Feats Hidden Talent (*Vigor*)¹, Skill Focus (Profession [Laborer])

Skills Appraise +1 (+3 stone/metal), Craft (stonemasonry) +1, Listen +0, Profession (Laborer) +5, Spot +0

Possessions Slave rags.

Slave, elf

Elf Slave CR 1/2

Male/Female Elf Commoner 1

N Medium Humanoid (Elf)

Init +2; **Senses** Low-light vision; Listen +1, Spot +1

Languages Common, Elven

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 2 (1d4-2)

Fort -2, **Ref** +2, **Will** -1 (+2 vs. enchantment)

Immune sleep effects

Speed 40 ft. (8 squares)

Melee Bone Dagger +0 (1d4-1/19-20) (*includes -1 for material*) or

Melee Unarmed Strike +0 (1d3 nonlethal)

Ranged Bone Dagger +2 (1d4-1/19-20, range 10 ft.) (*includes -1 for material*)

Base Atk +0; **Grp** +0

Psionic Wild Talent¹ (1 PP/day)

Abilities Str 10, Dex 15, Con 7, Int 10, Wis 8, Cha 12

SQ Elven traits

Feats Skill Focus (Profession [any]), Wild Talent¹

Skills Listen +1, Profession ([any]) +2, Search +2, Spot +1 (*Plus other skills appropriate to profession/background*)

Possessions Slave rags, Bone Dagger.

Slave, gith

Gith Slave CR 1

Male/Female Gith Monstrous Humanoid 3

CE Medium Monstrous Humanoid (Gith)

Init +2; **Senses** Darkvision 60 ft.; Listen +2, Spot +1

Languages Gith

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 13 (3d8)

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

Speed 30 ft. (6 squares)

Melee 2 Claws +4 (1d4+1)

Base Atk +3; **Grp** +4

Powers Known (ML 1st; PP 1/day)

1st—*Skate* (+10 ft land speed)

Abilities Str 13, Dex 14, Con 11, Int 8, Wis 9, Cha 6

SQ Gith traits

Feats Hidden Talent (*Skate*)¹, Multiattack

Skills Climb +3, Hide +10, Jump +17, Listen +2, Move Silently +10, Spot +1

Possessions Slave rags.

Slave, human

Clumsy Slave CR 1/2

Male/Female Human Commoner 1

N Medium Humanoid (Human)

Init -1; **Senses** Listen -1, Spot -1

Languages Common

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 4 (1d4)

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +0 (1d3 nonlethal)

Base Atk +0; **Grp** +0

Powers Known (ML 1st; PP 1/day)

1st—*Know Direction and Location*

Abilities Str 10, Dex 8, Con 10, Int 9, Wis 9, Cha 8

Feats Hidden Talent (*Know Direction and Location*)¹, Skill Focus (Profession [Servant])

Skills Listen -1, Profession (Servant) +2, Spot -1

Possessions Slave rags.

Slave, human bodyguard

Human Slave (Fighter) CR 1

Male/Female Human Fighter 2

N Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Tyrian

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 14 (2d10+3)

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +4 (1d3+1 nonlethal)

Base Atk +2; **Grp** +3

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

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

Feats Endurance B, Hidden Talent (*Vigor*)¹, Improved Unarmed Strike B, Toughness H, Weapon Focus (Unarmed Strike) B

Skills Climb +4, Intimidate +3, Jump +4

Possessions Slave rags.

Slave, mul

Mul Slave CR 1/2

Male/Female Mul Warrior 1

N Medium Humanoid (Dwarf)

Init -1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 10 (1d8+2)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/– nonlethal

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +3 (1d3+2 nonlethal)

Base Atk +1; **Grp** +3

Powers Known (ML 1st; PP 1/day)

1st—*Expansion* (+2 size bonus to Str, -2 size penalty to Dex)

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

SQ Mul traits, Tireless

Feats Hidden Talent (*Expansion*)¹, Power Attack

Skills Climb +4, Intimidate +3, Jump +4

Possessions Slave rags.

Soldier, Half-Giant

Half-Giant Soldier CR 3

Male/Female Half-Giant Fighter 4

N Large Giant

Init +0; **Senses** Darkvision 60 ft., Low-light vision; Listen -2, Spot -2

Languages Common, Giant

AC 16, touch 9, flat-footed 16

(-1 size, +0 Dex, +2 natural, +5 armor*)

(*Large Chitin Armor*)

hp 34 (4d10+12)

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

Speed 30 ft. in chitin armor (6 squares), base speed 40 ft.

Melee Large Obsidian Longsword +8 (2d6+5/19-20) (*includes -1 for material*)

Ranged Large Javelin +4 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +14

Atk Options Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Vigor* (Gain 5 temporary hp)

Abilities Str 22, Dex 10, Con 17, Int 6, Wis 6, Cha 4

SQ Half-Giant traits

Feats Hidden Talent (*Vigor*)¹, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Climb +5*, Intimidate +2, Jump +5*

**Includes -6 armor check penalty from Large Chitin Armor.*

Possessions Large Chitin Armor, Large Obsidian Longsword, 2 Large Javelins, 1d6 Cp.

Templar, Assistant

Assistant Templar CR 2

Male/Female Human Templar 3

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Tyrian

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 13 (3d8)

Fort +3, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee Obsidian Dagger +1 (1d4-1/19-20) (*includes -1 for material*)

Base Atk +2; **Grp** +2

Atk Options Turn Undead 4/day (+1, 2d6+4, 3rd)

Combat Gear Scroll of *cure light wounds* (CL 3rd)

Templar Spells Known (CL 3rd):

1st (5/day)—*command* (DC 12), *cure light wounds*, *disguise self* D, *doom* (DC 12), *magic weapon* D, *obscuring mist*, *shield of faith*

0 (6/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+2 melee touch), *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff,

Disguise, Hide are class skills).

Spell-Like Abilities (CL 3rd): 4/day total—*arcane mark, purify food and drink, slave scent*

Powers Known (ML 1st; PP 1/day)

1st—*Detect Psionics*

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

SQ Assume Domain, Sigil

Feats Hidden Talent (Detect Psionics)¹, Scribe Scroll B, Secular Authority B

Skills Bluff +3, Concentration +6, Diplomacy +7, Disguise +1 (+3 acting), Hide +1, Intimidate +7, Knowledge (religion) +6, Sense Motive +8, Spellcraft +6

Possessions Combat Gear plus Leather Armor, Obsidian Dagger, Templar Sigil, 1d8 Cp.

Templar Guard, Mul

Mul Fighter (Templar Guard) CR 1

Male Mul Warrior 2

LE Medium Humanoid (Dwarf)

Init -1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 15, touch 9, flat-footed 15

(+6 armor*, -1 Dex)

Includes Shell Armor (+4 AC) and Heavy Wooden Shield (+2 AC). Shell armor has ACP -2, Max Dex +4.

hp 19 (2d8+4)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/— nonlethal

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

Speed 20 ft. in shell armor (4 squares), base speed 30 ft.

Melee Bone Longsword +5 (1d8+2/19-20) *(includes -1 for material)*

Base Atk +2; **Grp** +5

Powers Known (ML 1st; PP 1/day)

1st—*Expansion* (+2 size bonus to Str, -2 size penalty to Dex)

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

SQ Mul traits, Tireless

Feats Hidden Talent (Expansion)¹, Power Attack

Skills Climb +3*, Intimidate +4, Jump +3*

**Includes -2 armor check penalty from Shell Armor.*

Possessions Shell Armor, Heavy Wooden Shield, Bone Longsword, 1d4 Cp.

Templar, mid-level

Mid-Level Templar CR 5

Male/Female Human Templar 6

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Tyrian

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
(*Scale Mail, Heavy Steel Shield*)
hp 33 (6d8)
Fort +5, **Ref** +3, **Will** +7

Speed 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee Metal Dagger +5 (1d4+1/19-20) or

Melee Masterwork Steel Longsword +6 (1d8+1/19-20) (*If equipped*)

Base Atk +4; **Grp** +5

Atk Options Turn Undead 5/day (+4, 2d6+7, 6th)

Combat Gear Potionfruit of *cure light wounds*, Scroll of *hold person* (CL 6th)

Templar Spells Known (CL 6th):

3rd (3/day)—*dispel magic*, *suggestion* D (DC 16)

2nd (5/day)—*eagle's splendor* D, *hold person* (DC 16), *silence* (DC 15), *zone of truth* (DC 15)

1st (6/day)—*command* (DC 15), *cure light wounds*, *disguise self* D, *doom* (DC 14), *magic weapon* D, *shield of faith*

0 (6/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+5 melee touch), *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff, Disguise, Hide are class skills).

Spell-Like Abilities (CL 6th): 5/day total—*arcane mark*, *purify food and drink*, *slave scent*

Powers Known (ML 1st; PP 1/day)

1st—*Mindlink* (DC 12)

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

SQ Assume Domain, Sigil, Secular Authority +3 bonus on checks

Feats Alertness, Hidden Talent (Mindlink)¹, Iron Will, Secular Authority B, Spell Focus (Enchantment)

Skills Bluff +6, Concentration +9, Diplomacy +13, Disguise +2 (+4 acting), Hide +0*, Intimidate +11, Knowledge (religion) +9, Sense Motive +11, Spellcraft +9

¹*Includes -4 armor check penalty from Scale Mail.*

Possessions Combat Gear plus Scale Mail, Heavy Steel Shield, Metal Dagger, Templar Sigil, 4d6 Cp, 2d4 sp.

Templar, mid-level - alt

Templar CR 4

Male/Female Human Templar 5

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Tyrian

AC 18, touch 11, flat-footed 17; (+1 Dex, +5 armor, +2 shield)

Includes masterwork Shell Armor and masterwork Heavy Wooden Shield.

hp 32 (5d8+5)

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

Speed 20 ft. in shell armor (4 squares), base speed 30 ft.

Melee Bone Longsword +5 (1d8/19-20) (*includes -1 for material*)

Base Atk +3; **Grp** +4

Atk Options Turn Undead 5/day (+2, 2d6+6, 5th)

Templar Spells Known (CL 5th):

3rd (2/day)—*dispel magic*, *suggestion* D (DC 15)

2nd (4/day)—*eagle's splendor* D, *hold person* (DC 14), *silence* (DC 14), *zone of truth* (DC 14)

1st (5/day)—*command* (DC 13), *cure light wounds*, *disguise self* D, *doom* (DC 13), *magic weapon* D, *shield of faith*

0 (6/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+4 melee touch), *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff, Disguise, Hide are class skills).

Spell-Like Abilities (CL 5th): 5/day total—*arcane mark*, *purify food and drink*, *slave scent*

Powers Known (ML 1st; PP 1/day)

1st—*Read Thoughts* (DC 13; concentrate to read surface thoughts)

Abilities Str 13, Dex 12, Con 13, Int 12, Wis 14, Cha 14

SQ Assume Domain, Sigil, Secular Authority +2 bonus on checks

Feats Alertness, Hidden Talent (Read Thoughts)¹, Iron Will, Secular Authority B

Skills Bluff +10, Concentration +9, Diplomacy +12, Disguise +4 (+6 acting), Hide +3, Intimidate +10, Knowledge (religion) +9, Sense Motive +10, Spellcraft +9

Possessions Masterwork Shell Armor, Masterwork Heavy Wooden Shield, Bone Longsword, Templar Sigil, 3d6 Cp, 1d4 sp.

Templar, minor

Templar CR 3

Male Human Templar 4

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Tyrian

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 22 (4d8+4)

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

Speed 20 ft. in shell armor (4 squares), base speed 30 ft.

Melee Bone Longsword +3 (1d8-1/19-20) (*includes -1 for material*)

Base Atk +3; **Grp** +3

Atk Options Turn Undead 5/day (+2, 2d6+5, 4th)

Templar Spells Known (CL 4th):

2nd (4/day)—*eagle's splendor* D, *hold person* (DC 14), *silence* (DC 14), *zone of truth* (DC 14)

1st (6/day)—*command* (DC 13), *cure light wounds*, *disguise self* D, *doom* (DC 13), *magic weapon* D, *obscuring mist*, *shield of faith*

0 (6/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+3 melee touch), *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff, Disguise, Hide are class skills).

Spell-Like Abilities (CL 4th): 5/day total—*arcane mark*, *purify food and drink*, *slave scent*

Powers Known (ML 1st; PP 1/day)

1st—*Detect Hostile Intent*

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

SQ Assume Domain, Sigil, Secular Authority +2 bonus on checks

Feats Combat Casting, Hidden Talent (Detect Hostile Intent)¹, Secular Authority B, Skill Focus (Diplomacy)

Skills Bluff +4, Concentration +8, Diplomacy +12, Disguise +2 (+4 acting), Hide +1, Intimidate +9, Knowledge (religion) +7, Sense Motive +9, Spellcraft +7

Possessions Shell Armor, Heavy Wooden Shield, Bone Longsword, Templar Sigil, 2d8 Cp.

Templar, minor - alt

Minor Templar CR 2

Male/Female Human Templar 3

LE Medium Humanoid (Human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common, Tyrian

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 16 (3d8)

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

Speed 30 ft. (6 squares)

Melee Stone Club +3 (1d6/x2) (*includes -1 for material*)

Base Atk +2; **Grp** +3

Atk Options Turn Undead 5/day (+2, 2d6+3, 3rd)

Templar Spells Known (CL 3rd):

1st (5/day)—*command* (DC 13), *cure light wounds*, *disguise self* D, *doom* (DC 12), *magic weapon* D, *shield of faith*

0 (6/day)—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+3 melee touch), *light*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: Kalak. Domains: Magic (Use scrolls/wands/staffs as wiz 1 level lower), Trickery (Bluff, Disguise, Hide are class skills).

Spell-Like Abilities (CL 3rd): 5/day total—*arcane mark*, *purify food and drink*, *slave scent*

Psionic Wild Talent¹ (1 PP/day)

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

SQ Assume Domain, Sigil, Secular Authority +1 bonus on checks

Feats Secular Authority B, Skill Focus (Intimidate), Wild Talent¹

Skills Bluff +4, Concentration +6, Diplomacy +8, Disguise +2 (+4 acting), Hide +1, Intimidate +10, Knowledge (religion) +6, Sense Motive +5, Spellcraft +6

Possessions Stone Club, Templar Sigil, common clothing, 1d10 Cp.

Gang Leader, Mul

Mul Gang Leader CR 5

Male Mul Fighter 5

CE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Common

AC 10, touch 10, flat-footed 10

hp 47 (5d10+15)

Resist +4 vs. nonlethal damage, fatigue, exhaustion; DR 1/— nonlethal

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

Speed 30 ft. (6 squares)

Melee Unarmed Strike +10/+5 (1d3+4 nonlethal) or

Melee Grapple +13

Base Atk +5; **Grp** +13

Atk Options Power Attack

Powers Known (ML 1st; PP 1/day)

1st—*Grip of Iron* (+4 bonus on grapple checks)

Abilities Str 18, Dex 10, Con 16, Int 10, Wis 8, Cha 8

SQ Mul traits, Tireless

Feats Hidden Talent (*Grip of Iron*)¹, Improved GrappleB, Improved Unarmed StrikeB, Power Attack, Skill Focus (Intimidate), Weapon Focus (Unarmed Strike)B

Skills Climb +9, Intimidate +10, Jump +9

Possessions Slave rags, 2d4 Cp.

Thug, elf

Elf Mate CR 1/2

Male/Female Elf Warrior 1

CN Medium Humanoid (Elf)

Init +1; **Senses** Low-light vision; Listen +2, Spot +2

Languages Common, Elven

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 3 (1d8-1)

Fort -1, **Ref** +1, **Will** +0 (+2 vs. enchantment)

Immune sleep effects

Speed 40 ft. (8 squares)

Melee Unarmed Strike +1 (1d3 nonlethal) or

Melee Improvised Club +1 (1d6) or

Melee Improvised Dagger +1 (1d4/19-20)

Base Atk +1; **Grp** +1

Powers Known (ML 1st; PP 1/day)

1st—*Burst* (+10 ft. enhancement bonus to speed for 1 round)

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

SQ Elven traits

Feats Hidden Talent (*Burst*)¹, Toughness

Skills Climb +3, Hide +1, Jump +3, Listen +2, Move Silently +1, Spot +2

Possessions Slave rags, possibly an improvised weapon (rock, sharpened bone, etc.).

Thug, human

Human Thug CR 1

Male/Female Human Warrior 2

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 11 (2d8)

Fort +3, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee Unarmed Strike +3 (1d3+1 nonlethal)

Base Atk +2; **Grp** +3

Powers Known (ML 1st; PP 1/day)

1st—*Burst* (+10 ft enhancement bonus to speed for 1 round)

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

Feats Hidden Talent (Burst)¹, Improved Unarmed Strike

Skills Climb +3, Intimidate +3

Possessions Slave rags, 1d4 Cp.