

DIRE RAT

NATURE DC 6

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11;

Racial Modifiers uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Hit Points 5	Subdual
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AUNTIE GILGA BALTWIN

LOCAL DC 11

LE Medium Humanoid (Human)

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

DEFENSE

AC 7, touch 7, flat-footed 7 (-3 Dex)

hp 8 (3d6-5)

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

OFFENSE

Speed 30ft

Melee cane -1 (1d4-2)

Ranged ☐☐ shoe -6 (1d3-2)

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

1st – *command* (DC 14), *cure light wounds*, *sleep* (DC 14)

0 – *guidance*, *mending*, *touch of fatigue*

STATISTICS

Str 7, **Dex** 5, **Con** 6, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +1; **CMB** -1; **CMD** 6

Feats Catch Off-Guard, Cosmopolitan, Spell Focus (enchantment)

Skills Bluff +8, Diplomacy +5, Heal +8, Intimidate +8, Knowledge (local) +5, Sense Motive +8

Languages Common, Kelish, Osiriani, Varisian

SQ summon familiar (Pickles, cat)

Combat Gear potion of cure light wounds, potion of invisibility, scroll of cure light wounds, scroll of remove disease;

Other Gear 30 gp

Hit Points	Subdual
6	

Surrenders at <4

Pickles (the fire cat?)

NATURE DC 5

N Tiny animal

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

DEFENSE

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

hp 3 (1d8-1)

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

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d2-4), bite +4 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14; **Racial Modifiers**
+4 Climb, +4 Stealth

Hit Points	Subdual
3	

Surrenders at <4

IMP

PLANES DC 7

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; **Perception** +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +4

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

Constant—detect good, detect magic

At will—invisibility (self only)

1/day—augury, suggestion (DC 15)

1/week—commune (6 questions, CL 12th)

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

Hit Points 16	Subdual
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Surrenders at <6

SQ change shape (boar, giant spider, rat, or raven, beast shape I)

Deandre Dulay

LOCAL DC 10

Female human cleric of Norgorber 1

NE Medium humanoid (human)

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

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 12 (1d8+4)

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

Offense

Speed 30 ft.

Melee short sword +2 (1d6+2/19–20)

Ranged dagger +1 (1d4+2/19–20)

Special Attacks

□□□□ channel negative energy 4/day (DC 11, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

□□□□□ □ 6/day—touch of evil (1 round)

□□□□□ □ 6/day—copycat (1 round)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—cure light wounds, protection from good ^D, shield of faith

0 (at will)—bleed (DC 13), detect magic, stabilize

D Domain spell; **Domains** Evil, Trickery

Statistics

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

Base Atk +0; **CMB** +2; **CMD** 14

Feats Dodge, Toughness

Skills Heal +7, Spellcraft +3

Languages Common

Hit Points	Subdual
12	

To the Death!

SQ aura

Combat Gear potion of cure light wounds, potion of shield of faith;

Other Gear masterwork chain shirt, short sword, dagger, gray mask, unholy symbol, 28 gp

Halli Fosta

LOCAL DC 10

Female human sorcerer 1
CE Medium humanoid (human)

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

Defense

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

hp 8 (1d6+2)

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

Offense

Speed 30 ft.

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

Ranged

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Bloodline Spell-Like Abilities (CL 1st; concentration +4)

□□□□□ □ 6/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 1st; concentration +4)

□□□□1st (4/day)—color spray (DC 14), magic missile

0 (at will)—bleed (DC 13), detect magic, light, message

Bloodline Aberrant

Statistics

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

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

Feats Eschew Materials, Point-Blank Shot, Precise Shot

Skills Bluff +7, Intimidate +7, Spellcraft +5, Use Magic Device +7

Languages Common, Elven

SQ bloodline arcana

Hit Points	Subdual
5	

To the Death!

Combat Gear potions of cure light wounds (2), scroll of burning hands, scroll of mage armor, scroll of obscuring mist, scroll of shield, scroll of unseen servant, wand of disguise self (5 charges); **Other Gear** dagger, light crossbow with 20bolts, fan of pigeon feathers, small pouch of trimmedfingernails, 53 gp

Larkin Waever

LOCAL DC 10

Male human rogue 1
NE Medium humanoid (human)
Init +3; **Senses** Perception +4

Defense

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 10 (1d8+2)
Fort +1, **Ref** +5, **Will** +0

Offense

Speed 30 ft.
Melee rapier +2 (1d6+2/18–20), dagger +2 (1d4+2/19–20)
Ranged □ dagger +3 (1d4+2/19–20)
Special Attacks sneak attack +1d6

Statistics

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +0; **CMB** +2; **CMD** 15
Feats Combat Expertise, Gang Up*
Skills Acrobatics +5, Bluff +3, Climb +4, Disable Device +5, Knowledge (local) +5, Perception +4, Perform (comedy) +3, Sense Motive +4, Sleight of Hand +7, Stealth +5
Languages Common, Osiriani
SQ trapfinding +1
Combat Gear elixir of hiding; Other Gear chain shirt, rapier, dagger, notebook of jokes, ink, quill, small hand puppet representing Lord Gyr, 8 gp

* *Considered Flanking when 2 or more allies threaten your target*

Hit Points 10	Subdual
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Surrenders at <4

LEDFORD

LOCAL DC 10

Male halfling barbarian 1
CE Small humanoid (halfling)
Init +2; **Senses** Perception +7

Defense

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, -2 rage, +1 size)
hp 17 (1d12+5)
Fort +7, **Ref** +3, **Will** +4; +2 vs. fear

Offense

Speed 30 ft.
Melee greataxe +5 (1d10+4/x3)
Special Attacks
□□□□ □ rage (6 rounds/day)

Statistics

Str 17, **Dex** 15, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 13
Feats Power Attack
Skills Acrobatics +7, Climb +8, Intimidate +4, Perception +7
Languages Common, Halfling
SQ fast movement
Combat Gear potion of cure light wounds; Other Gear
masterwork chain shirt, greataxe, block of wax in a
metal tin, fine comb with a long handle, bottle of
whiskey and four silver cups, 25 gp

Hit Points 17(15)	Subdual
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Offers Draw at <5 or at end of rage

Base Statistics

When not raging, Ledford's statistics are
AC 17, touch 13, flat-footed 15;
hp 15;
Melee greataxe +3 (1d10+1/x3);
Str 13, **Con** 14; **CMB** +1, **CMD** 13; **Climb** +6