

**B9 (1-2)****Book Swarm****AC 14 / HP 16**

N Tiny construct (swarm)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0**Defense****AC** 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)**hp** 16 (3d10)**Fort** +1, **Ref** +2, **Will** +1**Defensive Abilities** swarm traits; **Immune** construct traits**Weaknesses** vulnerable to fire**Offense****Speed** 15 ft., fly 30 ft. (poor)**Melee** swarm (1d6 plus bleed)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** bleed 1, distraction (Fort DC 11 negates, else caster level check vs DC20+spell level or DC20 will save to use skill/concentrate)**Tactics****During Combat** The books attack any living creature in the area, and they chase enemies into area **B6** and any immediately adjacent room. The books continue to patrol for another **30 minutes** before re-shelving themselves.**Morale** The book swarm fights until destroyed.**Statistics****Str** 3, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +3; **CMB** —; **CMD** —**SQ** swarm traits**B9 (4-5)****Ancient Book Swarm****AC 19 / HP 44**

N Tiny construct (swarm)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0**Defense****AC** 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)**hp** 44 (8d10)**Fort** +2, **Ref** +4, **Will** +2**Defensive Abilities** swarm traits; **Immune** construct traits**Weaknesses** vulnerable to fire**Offense****Speed** 15 ft., fly 30 ft. (poor)**Melee** swarm (2d6 plus bleed)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** bleed (1d6), distraction (Fort DC 14 negates, else caster level check vs DC20+spell level or DC20 will save to use skill/concentrate)**Tactics**

As Subtier 1–2.

**Statistics****Str** 8, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +8; **CMB** —; **CMD** —

**Construct Traits:** Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

**Swarm Subtype:** A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. A swarm can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

**Swarm Traits:** A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. **A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.**

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

**Swarm Attack:** Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entries, with no attack bonus given.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

**B11 (1-2/4-5)****Foo Dog (varies)****AC 15\* / HP 17**

*There can be no mistaking this animal-like creature for a mere beast, for its face has an almost supernaturally human look to it.*

**Subtier 1-2**

- 4** 2 Dogs, **NO DR**, **Hardness 8 one round**
- 5+** 2 Dogs, **DR/5B**, **Hardness 8 two rounds**

**Subtier 4-5**

- 4** 1 Dog, **DR/5B**, **Hardness 8 one round**
- 5+** 2 Dogs, **DR/5B**, **Hardness 8 two rounds**

NG Medium outsider (augmented animal, good, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

**DEFENSE**

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

**HP** 17 (2d10+6)

**Fort** +6, **Ref** +5, **Will** +3

**Defensive Abilities** paired protectors, stony defense 2/day;

**DR** 5/bludgeoning; **Immune** poison, disease, paralysis, sleep

**OFFENSE**

**Speed** 30 ft. or 20ft if using stony defense

**Melee** bite +4 (1d6+4 plus trip +4)

**Space** 5 ft., **Reach** 5 ft.

**STATISTICS**

**Str** 17, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** 4; **CMD** 16 (20 vs. trip)

**Feats** [Iron Will](#), [Skill Focus \(Perception\)](#)

**Skills** Acrobatics +6, Perception +8

**Racial Modifiers** Acrobatics (+4 when jumping), +4 Survival when tracking by scent

**Languages** Celestial, Common

**SQ** freeze

**Paired Protectors (Su):** When two or more foo creatures are within 30 feet of one another, they both gain the benefit of a *protection from evil* spell. The caster level of this *protection from evil* effect is equal to the highest Hit Dice of the affected foo creatures. This effect can be dispelled, but if it is, a foo creature can reactivate it as a **swift** action.

**Stony Defense (Su):** A number of times per day equal to its Hit Dice, a foo creature can harden its skin to unyielding stone as an **immediate** action. It gains hardness 8 until the end of its next turn, but its speed is reduced by 10 feet for the same duration.

**B11 (4-5)**

**Foo Lion**

**AC15 (DR 5B and hardness 8) / HP42**

*There can be no mistaking this animal-like creature for a mere beast, for its face has an almost supernaturally human look to it.*

NG Large outsider (augmented animal, good, extraplanar)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 Dex, +3 natural, -1 size), **hardness 8** for 5 rounds

**HP** 42(5d10+15)

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

**Defensive Abilities** paired protectors, stony defense 5/day; **DR** 5/bludgeoning; **Immune** poison, disease, paralysis, sleep

#### OFFENSE

**Speed** 40 ft. or 30ft if using stony defense

**Melee** bite +8 (1d8+6 plus grab +7), 2 claws +8 (1d6+6)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** pounce, rake (2 claws +7, 1d4+5)

#### STATISTICS

**Str** 23, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative, [Iron Will](#), [Skill Focus \(Perception\)](#)

**Skills** Acrobatics +11 (+15 when jumping), Perception +8, Stealth +6 (+14 in undergrowth);

**Racial Modifiers** +4 Acrobatics when jumping, +4 Perception, +4 Stealth (+8 in undergrowth)

**Languages** Celestial, Common

**SQ** freeze

**Stony Defense (Su):** A number of times per day equal to its Hit Dice, a foo creature can harden its skin to unyielding stone as an **immediate** action. It gains hardness 8 until the end of its next turn, but its speed is reduced by 10 feet for the same duration.

**Pounce (Ex):** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

**Rake (Ex)** A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

**1-2**

**Lion Blade Initiates (3)**

**AC 13 / HP 16**

Human bard 2

N Medium humanoid (human)

**Init** +6; **Senses** Perception +4

**Defense**

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

**hp** 16 each (2d8+4)

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

**Offense**

**Speed** 30 ft.

**Melee** rapier +3 (1d6+2/18–20)

**Ranged** dagger +3 (1d4+2/19–20)

**Special Attacks** bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1)

**Bard Spells Known** (CL 2nd; concentration +4)

1st (3/day)—*comprehend languages*, *grease* (DC 13, VSM, Close), *vanish* (2 rounds)

0 (at will)—*daze* (DC 12, VSM, close), *detect magic*, *ghost sound* (DC 12, VSM, close), *light*, *prestidigitation* (DC 12)

**Tactics**

**During Combat** The Lion Blade initiates try to keep the PCs from fleeing by blocking escape routes, casting spells, and throwing tanglefoot bags as one initiate uses bardic performance to inspire courage. They deal nonlethal damage to heavily injured targets so as to capture prisoners for questioning. If the PCs defeat one or more Lion Blades, the remaining initiates switch to dealing only lethal damage.

**Morale** If reduced to 5 hp or less, an initiate drinks a *potion of cure light wounds*. They fight until defeated.

**Statistics**

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

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

**Feats** Improved Initiative, Skill Focus (Perform [act])

**Skills** Diplomacy +6, Intimidate +6, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility) +5, Perception +4, Perform (act) +10, Sense Motive +3, Sleight of Hand +6, Stealth +6

**Languages** Common

**SQ** bardic knowledge +1, versatile performance (acting)

**Combat Gear** *potion of cure light wounds*, tanglefoot bag;

**Other Gear** buckler, rapier, daggers (2), spell component pouch, 13 gp

**4-5****Lion Blade Agents (3)****AC 17 / HP 36**

Human bard 5

N Medium humanoid (human)

**Init** +6; **Senses** Perception +9**Defense****AC** 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)**hp** 36 (5d8+10)**Fort** +2, **Ref** +6, **Will** +3; +4 vs. bardic performance, language dependent, and sonic;**Offense****Speed** 30 ft.**Melee** mwk rapier +6 (1d6+2/18–20)**Ranged** dagger +5 (1d4+2/19–20)**Special Attacks** bardic performance 15 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +2)**Bard Spells Known** (CL 5th; concentration +8)2nd (3/day)—*detect thoughts* (DC 15), *glitterdust* (DC 15, VSM, medium), *mirror image* (VS, 1d4+1 images)1st (5/day)—*comprehend languages*, *disguise self*, *grease* (DC 14, VSM, close), *vanish*0 (at will)—*daze* (DC 13, VSM, close), *detect magic*, *ghost sound* (DC 13, VSM, close), *light*, *message* (VSF), *prestidigitation* (DC 13)**Tactics****During Combat** The Lion Blade initiates try to keep the PCs from fleeing by blocking escape routes, casting spells, and throwing tanglefoot bags as one initiate uses bardic performance to inspire courage. They deal nonlethal damage to heavily injured targets so as to capture prisoners for questioning. If the PCs defeat one or more Lion Blades, the remaining initiates switch to dealing only lethal damage.**Morale** If reduced to 5 hp or less, an initiate drinks a *potion of cure light wounds*. They fight until defeated.**Statistics****Str** 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Alertness, Dodge, Improved Initiative, Skill Focus (Perform [act])**Skills** Diplomacy +8, Intimidate +8, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility) +7, Perception +9, Perform (act) +14, Sense Motive +7, Sleight of Hand +9, Spellcraft +5, Stealth +9**Languages** Common**SQ** bardic knowledge +2, lore master 1/day, versatile performance (acting)**Combat Gear** *potion of cure serious wounds*, tanglefoot bag;**Other Gear** +1 *leather armor*, buckler, mwk rapier, dagger, spell component pouch, 53 gp

## **Tanglefoot bag:**

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking alchemical goo immediately. Crafting this item is a DC 25 [Craft](#) (alchemy) check.

## **Bardic Performance**

A bard is trained to use the [Perform](#) skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his [Charisma](#) modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a [standard action](#), but it can be maintained each round as a [free action](#). Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a [standard action](#). A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, [paralyzed](#), [stunned](#), knocked [unconscious](#), or otherwise prevented from taking a [free action](#) to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

Each bardic performance has audible [components](#), visual [components](#), or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A [deaf](#) bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A [blind](#) bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal [components](#).) Each round of the countersong he makes a [Perform](#) (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's [Perform](#) check result in place of its saving throw if, after the saving throw is rolled, the [Perform](#) check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's [Perform](#) skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a [Perform](#) (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an [illusion \(pattern\)](#) or [illusion \(figment\)](#) magical attack may use the bard's [Perform](#) check result in place of its saving throw if, after the saving throw is rolled, the [Perform](#) check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous [illusion \(pattern\)](#) or [illusion \(figment\)](#) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard's [Perform](#) check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become [fascinated](#) with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a [Will](#) save (DC 10 + 1/2 the bard's level + the bard's [Cha](#) modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While [fascinated](#), a target takes a -4 penalty on skill checks made as reactions, such as [Perception](#) checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an [enchantment \(compulsion\)](#), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

**Inspire Courage (Su):** A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 [morale bonus](#) on saving throws against [charm](#) and fear effects and a +1 [competence bonus](#) on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Inspire Competence (Su):** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 [competence bonus](#) on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as [Stealth](#), and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. inspire competence relies on audible components.

## A: Tobias - Shopkeep

Human expert 3 - N Medium humanoid

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

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 13 (3d8)

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

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +1 (1d4–1/19–20)

**Ranged** dagger +2 (1d4–1/19–20)

### STATISTICS

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

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

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

**Skills** Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9

**Languages** Common, Dwarven, Gnome, Halfling

**Combat Gear** smokestick, tanglefoot bag; **Other Gear** dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods

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## B5: Glorymane Carving

**Aura** moderate divination; **CL** 10th

**Alignment** neutral; **Senses** 60 ft.

**Intelligence** 13, **Wisdom** 14, **Charisma** 12; **Ego** 11

**Languages** read languages, speech (Azlanti, Common)

### Description

This massive carving behaves in many ways like a *lion's shield*, including the ability to attack adjacent creatures. It can cast *zone of truth* once per day and *silent image* three times per day. In addition, it has 5 ranks each in Knowledge (history) and Sense Motive.

**Melee** (3/day) Bite +0 (2d6), adjacent targets only

**Silent Image (3/day)**: long, concentration, DC13 Will disbelief (if interacted with), image up to 5x10ft cubes

**Zone of Truth (1/day)**: close, 20ft radius emanation, 3 minutes, DC14 Will, all creatures in zone that fail their will save cannot tell a lie

**Skills**: Sense Motive 7, Knowledge History 6

## B7: Iliyana Baslee – Storyteller (unarmed/unarmored)

Human bard 2 - N Medium humanoid

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

### DEFENSE

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

**hp** 11 (2d8+2)

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

### OFFENSE (unarmed)

**Speed** 30 ft.

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

**Ranged** shortbow +3 (1d6/x3) **Space** 5 ft.; **Reach** 5 ft. (15 ft. with whip)

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

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

1st (3/day)—*comprehend languages* (VSM [soot/salt], *hideous laughter* (DC 14, VSM[fruit tarts + feather]), *ventriloquism*(VF[parchment rolled into cone])

0 (at will)—*dancing lights*(VS, medium, 1 minute), *daze* (DC 13, VSM [wool], 1 round), *ghost sound* (DC 13, VSM [wool or wax]), *message*, *prestidigitation* (VS)

### STATISTICS

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

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

**Feats** Dodge, Skill Focus (Perform [Oratory])

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

**Languages** Common, Elven

**SQ** bardic knowledge +1, versatile performance (oratory)

**Gear** none

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

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## B10: Giant Wasp Venom

Fort DC18, 1/round for 6 rounds, 1d2 Dex damage, 1 save