

Brigand

Human warrior 2

NE Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

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

hp 15 (2d10+4)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3)

STATISTICS

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

Base Atk +2; CMB +3; CMD 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear potion of cure light wounds, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); Other Gear leather armor, longbow with 20 arrows, longsword, sap, 48 gp

Advanced Dire Wolf

N Large animal

Init +4; Senses low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, –1 size)

hp 47 (5d8+25)

Fort +9, Ref +8, Will +4

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+9 plus trip)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 23, Dex 19, Con 21, Int 2, Wis 16, Cha 14

Base Atk +3; CMB +10; CMD 24 (28 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +12, Stealth +5, Survival +3 (+7 scent tracking); Racial Modifiers +4 Survival when tracking by scent

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Starting a Duel

A duel is a form of combat, but unlike ordinary combat, the participants must all agree to willingly enter the duel and abide by its rules. If either side breaks the rules, that side is considered the loser of the duel, regardless of any other outcome, and if its members continue aggressive action, the fight continues using the standard rules for combat.

The rules for a duel are usually quite simple, but might vary if all of the participants are of a particular class or if all of the participants agree on specific restrictions or guidelines. Such discussions typically happen before the duel, allowing both sides to properly prepare, but as with all elements of a duel, this is not always the case. Most duels utilize the following simple rules.

- Each participant must fight alone and can receive no help from outside sources, with the exception of other creatures who are taking part in the duel, such as familiars, animal companions, or other bonded creatures. If the duel consists of more than one participant on a side, those fighting alongside one another are free to aid each other.
- The types of weapons that can be used in the duel are agreed upon before the duel begins. Typical restrictions include only using melee weapons, ranged weapons, unarmed (or natural) weapons, magic, or any combination of these. The rules of a duel may require all duel participants to use the same weapon or types of attacks. This is especially the case in duels that require swords, spells, or firearms. Absent any such rules, any type of weapon is permissible.
- The duel usually lasts until one of the combatants has been knocked unconscious or otherwise prevented from continuing. Spells such as hold person do not end duels, but flesh to stone certainly does, assuming the target fails her saving throw. Some duels go to the death and are only ended when one duelist or team is cut to pieces or reduced to a pile of smoking ashes. Other duels last until first blood, first strike, or a number of successful attacks. These latter types of duels are usually intended to settle disputes where a creature's death is not the required end result.
- In the case of duels that exclusively use magic, additional rules might prohibit the use of summoned or conjured creatures, unless the duel is performed by such creatures at the behest of the spellcasters involved (as is common among druids and summoners).
- In the case of duels exclusively among warriors, additional rules typically prohibit the use of poison or even entire types of attacks (such as prohibiting ranged attacks, or requiring the use of firearms). In addition, most such duels prohibit the use of magic that affects other participants, although spells that enhance the caster are sometimes allowed.

Giant Ant (Worker)

N Medium vermin

Init +0; Senses darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, Ref +0, Will +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2)

STATISTICS

Str 14, Dex 10, Con 17, Int —, Wis 13, Cha 11

Base Atk +1; CMB +3 (+7 grapple); CMD 13 (21 vs. trip)

Feats Toughness

Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival

Carbuncle

N Tiny magical beast

Init -2; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 13 (2d10+2)

Fort +4, Ref +1, Will +3

Weaknesses vulnerability to suggestion

OFFENSE

Speed 20 ft.

Melee bite +1 (1d3-3)

Special Attacks fatal faker, specious suggestion

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

3/day—daze (DC 10), jump, levitate (self only, up to 10 feet)

STATISTICS

Str 5, Dex 7, Con 12, Int 6, Wis 13, Cha 10

Base Atk +2; CMB -2; CMD 5 (9 vs. trip)

Feats Iron Will

Skills Stealth +10 (+14 in grass or brush), Survival +2; Racial Modifiers -4 Acrobatics when jumping, +4 Stealth in grass or brush

Languages empathy 30 ft.

SPECIAL ABILITIES

Empath (Su) Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

Fatal Faker (Su) As a standard action three times per day, a carbuncle can teleport as per the spell dimension door, but only within a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust.

Specious Suggestion (Su) As a standard action three times per day, a carbuncle can concentrate intently on one creature within its line of sight and attempt to impose its will upon the target. A DC 11 Will save is enough to resist this compulsion. If the target fails to resist, roll 1d6. On a result of 1-2, the target gains a flash of insight and a +2 insight bonus to its Armor Class for 1 minute. On a result of 3-4, the victim is affected as if by suggestion for 1 minute, and must follow a single (usually embarrassing, always harmless) suggestion from the carbuncle. On a result of 5-6, the victim's thoughts are garbled with those of the carbuncle, imposing a -2 penalty to the victim's Will saving throws for 1 minute. This is a mind-affecting effect. The save DC is Charisma-based.

Vulnerability to Suggestion (Ex) Any mind-affecting spell can affect a carbuncle regardless of creature type limitations. A spell like charm person, for example, which typically only affects humanoid creatures, can also affect carbuncles.

Atomie

CN Diminutive fey

Init +7; Senses low-light vision; Perception +7

DEFENSE

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

hp 9 (2d6+2)

Fort +1, Ref +6, Will +5

DR 2/cold iron

OFFENSE

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

Melee rapier +8 (1d2–2/18–20)

Space 1 ft.; Reach 0 ft.

Special Attacks sneak attack +1d6

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

Constant—*Speak with animals*

At will—*dancing lights, reduce person* (DC 15)

3/day—*invisibility* (self only)

1/day—*shrink item*

STATISTICS

Str 6, Dex 17, Con 13, Int 11, Wis 14, Cha 18

Base Atk +1; CMB +0; CMD 8

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7,

Fly +18, Perception +7, Sense Motive +6, Stealth +20

Languages Common, Sylvan; *Speak with animals*

Kobold

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, Ref +1, Will –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6–1)

Ranged sling +3 (1d3–1)

STATISTICS

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

Base Atk +1; CMB –1; CMD 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; Racial Modifiers +2 Craft (trapmaking), +2

Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Giant Ant (Soldier)

N Medium vermin

Init +0; Senses darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, Ref +0, Will +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

STATISTICS

Str 14, Dex 10, Con 17, Int —, Wis 13, Cha 11

Base Atk +1; CMB +3 (+7 grapple); CMD 13 (21 vs. trip)

Feats Toughness

Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

Advanced Carbuncle

N Tiny magical beast

Init +0; Senses darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 natural, +2 size)

hp 17 (2d10+6)

Fort +6, Ref +3, Will +5

Weaknesses vulnerability to suggestion

OFFENSE

Speed 20 ft.

Melee bite +3 (1d3–1)

Special Attacks fatal faker, specious suggestion

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

3/day—*daze* (DC 12), *jump*, *levitate* (self only, up to 10 feet)

STATISTICS

Str 9, Dex 11, Con 16, Int 10, Wis 17, Cha 14

Base Atk +2; CMB +0; CMD 9 (13 vs. trip)

Feats Iron Will

Skills Stealth +12 (+16 in grass or brush), Survival +4; Racial Modifiers –4 Acrobatics when jumping, +4 Stealth in grass or brush

Languages empathy 30 ft.

SPECIAL ABILITIES

Empath (Su) Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

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Vulnerability to Suggestion (Ex) Any mind-affecting spell can affect a carbuncle regardless of creature type limitations. A spell like charm person, for example, which typically only affects humanoid creatures, can also affect carbuncles.

Advanced Atomie

CN Diminutive fey

Init +9; Senses low-light vision; Perception +9

DEFENSE

AC 21, touch 19, flat-footed 16 (+5 Dex, +2 natural, +4 size)

hp 13 (2d6+6)

Fort +3, Ref +8, Will +7

DR 2/cold iron

OFFENSE

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

Melee rapier +10 (1d2/18–20)

Space 1 ft.; Reach 0 ft.

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +12)

Constant—*speak with animals*

At will—*dancing lights, reduce person* (DC 17)

3/day—*invisibility* (self only)

1/day—*shrink item*

STATISTICS

Str 10, Dex 21, Con 17, Int 15, Wis 18, Cha 22

Base Atk +1; CMB +2; CMD 12

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +10 (+6 when jumping), Bluff +11, Escape Artist +9, Fly +20, Perception +9, Sense

Motive +8, Stealth +22

Languages Common, Sylvan; *speak with animals*

Advanced Kobold

Kobold warrior 1

LE Small humanoid (reptilian)

Init +3; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+2 armor, +3 Dex, +3 natural, +1 size)

hp 7 (1d10+2)

Fort +4, Ref +3, Will +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +3 (1d6+1)

Ranged sling +5 (1d3+1)

STATISTICS

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

Base Atk +1; CMB +1; CMD 14

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +8, Perception +7, Stealth +7; Racial Modifiers +2 Craft (trapmaking), +2

Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.