

KAI'S SCOUNDRELS

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Ben Kent



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Each cast out from their own societies, Kai's Scoundrels have become a tightly-knit band of smugglers without peer, famed for the transport of illicit wares. Kai's Scoundrels presents six fully detailed NPCs that can be used individually or as a group. Perfect as foils to law-abiding PCs, alternatively if your PCs need something illicit, and can find them, Kai's Scoundrels just may be able to help...



CREDITS

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ERRATA

We would like to think *Kai's Scoundrels* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Contact us at gatekeeper@ragingswan.com.

ABOUT THE DESIGNER

Ben Kent has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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STAT BLOCKS BY CR

CR	
7	"Captain" LeVar CN male human afflicted wereshark rogue 3/fighter 4
7	"Killer" Kai Linnow N female human magus 7/rogue 1
7	Marra Brandywine NE female halfling summoner 1/ranger 1
7	Marrowsplitter CN male gnoll druid 7
7	Mercutsio CE male half-elf rogue 1/bard 7
7	Torn Tusk NE male half-orc sorcerer (elemental [fire]) 8

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READING STAT BLOCKS

Kai's Scoundrels includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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Six opportunistic scavengers have formed an unlikely friendship under the leadership of “Killer” Kai. Skilled smugglers the six wander the land keeping ahead of the authorities and searching out new opportunities for profit. Kai’s Scoundrels comprises:

- **“Killer” Kai** (N female human magus 7/rogue 1): The daughter of a minor baron, Kai plots to one day reclaim her birthright from her perfidious uncle.
- **Marrowspitter** (CN male gnoll druid 7): Filled with restless energy, Marrowspitter has romantic feelings for Kai.
- **Marra Brandytopple** (NE female halfling summoner 7/ranger 1): Haunted by her parents’ deaths, Marra is haunted by a gigantic black mastiff.
- **Mercutsio** (CE male half-elf rogue 1/bard 7): Ravishing life for everything he can get, Mercutsio is a depraved, self-centred hedonist.
- **Torn Tusk** (NE male half-orc sorcerer [elemental—fire] 8): A savage combatant who delights in burning his enemies, Torn nurses a sullen hatred for Marrowspitter.
- **“Captain” LeVar** (CN male human afflicted wereshark rogue 3/fighter 4): Of his life before infection LeVar remembers almost nothing.

Kai turned to smuggling after encountering Marrowspitter, a gnoll already working as a smuggler. After purchasing supplies from the gnoll, Kai suggested that they would be better served working together, for a larger profit. The two met Marra Brandytopple shortly afterwards and she gladly joined the group. Sometime later, circumstances partnered the smugglers with Mercutsio and Torn Tusk who had already formed an unlikely friendship. This was an arrangement all found agreeable. And one that continued for several years until the group encountered “Captain” LeVar Perilous, a human infected with

lycanthropy. The five invited LeVar to join their band and he gladly provides muscle for the Scoundrels.

The group refers to themselves as “the Scoundrels,” or “Kai’s Scoundrels”. They’ve become known by that name to thieves’ guilds, city watches and sheriffs through the land.

OPERATION

Kai’s Scoundrels are like any business; they purchase product from their suppliers and sell it to customers at an increased price. Of course, unlike a normal business much of the Scoundrel’s goods are illicit in nature. Each of the Scoundrels covets wealth (but for different reasons) and thus far their association has brought much success.

After identifying an opportunity (rebels in need of weapons, an unscrupulous collector of rare artworks, a thief needing to off-load certain items and so on) the Scoundrels (through Kai or Mercutsio) introduce themselves and work out a deal. The Scoundrels prefer to avoid heavily built-up areas during their work and often (using LeVar’s expertise) travel via a small sail boat. Through Marrowspitter and Torn Tusk, the Scoundrels are able to deal with humanoid tribes that other smugglers cannot safely approach. When dealing with such customers, the Scoundrels normally transport weapons and armour or act as intermediaries during ransom negotiations.

While Kai’s Scoundrels occasionally deal in immoral substances like drugs, poisons, alcohol or weapons, they also transport banned artworks or books, foods, persons or even religious iconography. Because of their transient lifestyle, Kai’s Scoundrels have a preference for goods that can easily be carried on their persons, or in small vehicles.

The Scoundrels avoid humanoid trafficking, for moral and practical reasons as well as the difficulties the Captain’s “problem” presents. For a slice of the profits, the Scoundrels can

LORE

A character making a Knowledge (local) check, or a Diplomacy check to gather information, may know some information about Kai’s Scoundrels. A successful check reveals all information gained by a lesser check.

DC 10: Smuggling is a revenue sources for thieves’ guilds. Those looking to contact smugglers should start there.

DC 15: A particular band of smugglers, called Kai’s Scoundrels, are adept at getting merchandise into the hands of those willing to pay for it.

DC 20: Kai’s Smugglers are six mercenaries who operate as highly successful smugglers. Those who crave things that are difficult to acquire praise their resourcefulness. (PCs making this check also learn how to send a message to the Scoundrels).

IN YOUR CAMPAIGN

Kai’s Scoundrels’ design enables a GM to easily insert the smugglers into his home campaign. PCs may be looking for contraband that the Scoundrels can provide. Peaceful initial contact can make later conflict with the Scoundrels more involving. Alternately, the Scoundrels could be supplying humanoids that the PCs are trying to eliminate, or the PCs may try to stop the Scoundrels from delivering such goods. A sheriff or bailiff may have uncovered the Scoundrels’ activities and hires the PCs to arrest or kill the Scoundrels. It’s also possible the Scoundrels could have been hired to transport something the PCs wish to acquire, either for themselves or a patron.

Finally, depending on your PCs’ backgrounds, they might have prior knowledge of individual scoundrels.

be hired by thieves' guilds, to transport goods to distant buyers.

The Scoundrels are also struggling to prevent LeVar sinking further into the curse of lycanthropy. They've tried belladonna to no effect, and likewise had no luck with *remove curse* or *break enchantment*. As LeVar goes without being cured, it becomes more likely his transformation will be irreversible, but the Scoundrels aren't sure what other options there might be. When the Scoundrels realize the Captain has become incurable, they're likely to destroy the creature, rather than let it loose.

SAFE HOUSES & BOLT-HOLES

Although they move around constantly, the Scoundrels maintain several isolated bolt-holes, located in remote wilderness areas. A bolthole might be a small tunnel complex, a cottage or hunting lodge or even a simple cave. If unexpectedly separated, the Scoundrels reunite at the nearest bolthole in a week's time.

With others located a few days travel from most major cities and towns in which they have worked, the Scoundrels' various boltholes are each about a thousand square feet (30 x 30 ft) in size. They are barely large enough to hold the entire group, but easy to hide. Little of value is stored inside, for security and so that the Scoundrels are not obligated to return in the future to

recover their treasures.

Similarly, the Scoundrels have safe houses in several major cities. Like their bolt-holes, these safe houses store nothing of particular value, being deliberately set up to be disposable. While working in a city or town, the Scoundrels rent a small house (furnished, if possible) or a number of rooms at a good inn from which to operate.

They've also been known to lease rooms from thieves' guilds or former business acquaintances. However, after an incident where several thousand gold pieces worth of silks and spices mysteriously disappeared while the Scoundrels were at a meeting with the local thieves guild, they prefer to carry their contraband with them.

Of course, the Scoundrels also have contacts with many nefarious groups who could provide shelter and succour in extremis. Through LeVar's contacts, the group also has access to a number of ocean-going vessels, making travel to remote islands, distant trading posts and so on much easier.

ENCOUNTERING KAI'S SCOUNDRELS

You can adjust the CR of Initial Contact and Savage Foes by adding (increasing the CR by one) or removing (decreasing the CR by one) a Scoundrel.

INITIAL CONTACT (EL 10; XP 9,600)

Opponents Kai, Mercutio and Marra.

Set-Up The PCs encounter Kai, Mercutio and Marra while drinking in a bar or searching for a difficult-to-find item. The Scoundrels are initially indifferent to the PCs, but if rendered friendly may aid the PCs find what they seek (for a handsome fee). If the PCs attack, the Scoundrels first objective is to flee. They'll return later for revenge.

Tactics Kai focuses on dealing damage in melee, while Mercutio protects Kai and keeping her alive. Marra summons creatures and give Kai the chance to flank.

Morale This team concentrates on withdrawing, to fight again in more favourable circumstances.

Terrain urban; **Encounter Distance** 1d10 x 10 ft., or indoors.

SAVAGE FOES (EL 10; XP 9,600)

Opponents Marrowspitter, Torn Tusk and Captain LeVar

Set-Up The PCs may encounter these three Scoundrels as they invade a humanoid tribe's lair; the Scoundrels are there on business – either buying or selling. The Scoundrels do not aid in the lair's defence and only fight if attacked. They flee at the first opportunity, but may approach the PCs if they end up with the item(s) the Scoundrels were negotiating to acquire. Their initial contact is peaceful – they'll try to purchase the item at a reasonable price. If the Scoundrels

are rebuffed, they'll resort to thievery (once they've gathered the entire band).

Tactics If it's a full moon, Torn Tusk and Marrowspitter supporting LeVar. Other times, Marrowspitter uses his spells to prevent opponents from maneuvering. The Captain eliminates a single foe at a time, flanking if possible, as Torn Tusk rains down area of affect damage.

Morale If the Scoundrels feel they're outmatched after two combat rounds, they'll withdraw. On or near the full moon, the Captain may be left behind.

Terrain humanoid lair; **Encounter Distance** 2d6 x 10 ft.

THE SCOUNDRELS (EL 12; XP 19,200)

Opponents Kai, Mercutio, Marra, Marrowspitter, Torn Tusk and Captain LeVar

Set-Up The Scoundrels are only encountered en-mass while they are working. While they rest between jobs, they socialise in smaller groups. Alternatively, the PCs may discover one of the Scoundrel's bolt-holes.

Tactics Together, the Scoundrels are at their most deadly. The Captain, Kai, Marrowspitter and Mercutio close for melee combat, flanking as often as possible. Marra's summoned creatures try to crowd out her opponents and provide flanking opportunities. And Torn Tusk blasts away, mostly trying to avoid hitting his comrades.

Morale If attacked unexpectedly, the Scoundrels escape as quickly as possible, regrouping later. When they're on the offensive, if Kai feels the Scoundrels are outmatched after two combat rounds, she signals a withdrawal. If any of the Scoundrels fall in battle, though, it's a fight to the death.

Terrain any; **Encounter Distance** various

COMBAT & TACTICS

Kai's Scoundrels consider discretion the better part of valour and unless prevented from fleeing, the Scoundrel's first objective in unexpected combat is escape. The Scoundrels don't shy away from violence, but they're aware that they perform better when combat is on their terms. As rogues, the Scoundrels prefer confined spaces, short ranges and ample opportunities to flank; locations like thieves' guilds, sewers, aboard sailing ships, or other indoor spaces. If they're caught at range or in an open space, the Scoundrels are out of their element and much easier to defeat.

SMUGGLING

When it comes time to move illicit goods from one place to another, Kai's Scoundrels can be ingenious and innovative.

To their way of thinking, the most effective way to avoid being caught with illegal goods is to avoid being caught, period. Over Mercutio's vociferous objections, the Scoundrels prefer wilderness travel, rather than through populated areas. In this way they avoid fellow travellers (and more importantly their fellow travellers' questions). Travelling cross-country often lengthens their trips, which leads to higher fees for their employers, but avoiding the authorities makes the additional time well spent.

Circumstances arise when the authorities can't simply be avoided, such as city gates and border crossings. At these times, the Scoundrels avoid detection by avoiding a thorough search. To achieve this in the past, the Scoundrels have disguised themselves as beggars, missionaries, lepers and town guards; all groups which receive less scrutiny than others. The Scoundrels also use more elaborate ruses; both Kai and Marra have disguised themselves as mothers-to-be, rushing to the midwife moments before giving birth, whereas Torn Tusk and the Captain once hauled a cart of corpses seemingly riddled with the plague (with the contraband stowed within the bodies).

To avoid suspicion when transporting important cargo, the Scoundrels establish a pattern of comings and goings over several weeks. The thoroughness of the guard's searches often decreases with regular visitors and this, combined with a disguise as a simple labourer, is a safe way of transporting hidden goods. On one occasion the Scoundrels spent weeks disguised as washerwomen, carrying baskets filled with the dirtiest linens they could find; they finally moved their goods through once the guards had thoroughly abandoned rooting through the baskets of sodden cloth.

Alternatively, when speed is of the essence, the Scoundrels use a distraction to lure the guards away from their post. Staged combat between Brightfeather and the Black Shuck is very successful in this regard, but Mercutio's ability to create a disruption of this sort remains unrivalled; he has staged

impromptu lovers' quarrels, theatrical performances and civil unrest to enable the Scoundrels to discretely slip past now-unmanned guard posts.

Of course, bribery also works. Guards are usually modestly paid and overworked, and a reasonable amount of gold can convince them to overlook contraband. The Scoundrels use this tactic when the contraband is not harmful in and of itself (it's generally easier to persuade a guard to overlook illegal art or books than weapons) or when they have identified an immoral guard or one that desperately needs gold. This tactic has, however, backfired several times when the guard is offended by or refuses the bribe. Once or twice, a guard has taken the gold but betrayed the Scoundrels; this danger keeps bribery from being one of the Scoundrel's preferred tactics. When the time comes to grease a palm, it's Mercutio that offers the bribe, although Kai prefers to be there as well.

Occasionally, the nature of the contraband may lend itself to or prohibit certain means of transportation. When transporting a series of rare religious writings, the Scoundrels hid the books within crates of iron ingots; the ingots were heavy enough to hide the weight of the books, yet mundane and awkward enough to make a thorough search seem unnecessarily difficult.

In areas where gold, steel or other materials are forbidden or heavily taxed, a plating of other metals avoids most easily used forms of detection. The Scoundrels once avoided onerous taxation on a shipment of steel by having it shaped into religious statues and plating them with gold; the guards were unwilling to risk damaging religious icons and moved the Scoundrels through with the steel undiscovered.

The Scoundrels also fondly recall transporting an immensely expensive painting. To conceal it, they stored it alongside obvious forgeries of other famous works, and posed as merchants selling such reproductions. At one point, a professional art appraiser hired by the city guards to locate stolen artwork examined the works; as the Scoundrels struggled to contain their laughter, he savaged the supposed reproduction for terrible use of colour and wild brush-strokes compared to the "original."

Finally, occasionally the Scoundrels use magic to ply their trade. As they approach checkpoints, contraband can be stowed

SLEIGHT OF HAND AND PERCEPTION

As noted in the description of Sleight of Hand, it's easier to find items than it is to hide them. Usually, the Scoundrels take time to prepare before going through a checkpoint, taking 20 on their Sleight of Hand checks to conceal their contraband. It's possible for a group of guards to take 20 searching a vehicle or container, but unless their suspicions have been raised in some way, it's rare; conducting such a thorough search on every vehicle or container would be enormously time-consuming and lead to lengthy queues (and delays).

on the Black Shuck, who is then concealed (but not dismissed) while the Scoundrels proceed. Once she has passed the guards, Marra can use *maker's call* to retrieve the Shuck, contraband included. Some durable goods can be swallowed by Brightfeather and later regurgitated, and the roc's great fly speed is useful when avoiding or escaping authorities. Spells such as *disguise self* (practically a requirement if Marrowspitter is to enter a city), *invisibility*, *misdirection*, *shrink item* and *wood shape* can be used to conceal items. Plans that rely on magic, however, are often easily uncovered with a simple *detect magic*; for this reason, the Scoundrels prefer mundane methods of concealment and misdirection.

SMUGGLER'S GEAR

When they carry contraband on their persons, the Scoundrels use several different pieces of equipment to conceal it. Unless otherwise noted a character using this gear to conceal items negates the +4 bonus that normally applies to a searcher frisking them. A DC 20 Perception check locates a hidden compartment, unless otherwise noted.

Gear listed here costs 10% (or 5 gp, whichever is greater) more than a standard item of the relevant type.

Clothing Linings: A second lining sewn into clothing hides light or soft items. Concealed pockets can also be put inside most clothing. The majority of Marra, Mercutio, and Torn Tusk's clothes have such linings.

Empty Heels: Both Kai and the Captain wear boots with an empty heel, allowing small items to be stored inside.

False Scabbards: Excluding member's that do not wield a blade, every Scoundrel has a hollow compartment within their weapon's scabbard. A hollow chamber adds an extra 1-2 inches length to a sword's scabbard (or somewhat less for a dagger) and enables the Scoundrel to hide gems, potions and the like.

Pouch Linings: Every pocket, pouch, backpack, tent and bedroll owned by Scoundrels has at least one such lining.

Secret Compartments: All manner of containers, from crates to barrels, can be modified to store hidden items. One of the Scoundrel's most fiscally rewarding jobs is smuggling duty free alcohol; to do so, they purchase barrels, in which they create divided chambers. The majority of the barrel is filled with alcohol, while the smaller chamber, attached to the spigot, is filled with water (or, in one memorable case, pickled onions).

HOW DO THEY PAY FOR ALL THIS?

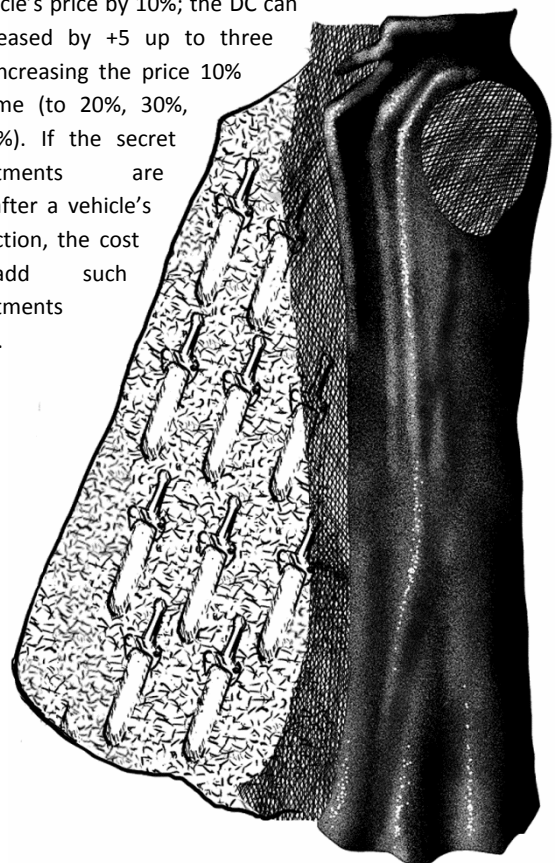
Each of the Scoundrels is noted as having roughly a thousand gold pieces worth of their "product" on hand. At times, this is literally in actual illicit goods, but just as often it's invested in the costuming, bribes, disguises, props and tools that are described here. Any such expenses are factored in to the sales costs of the Scoundrel's wares, of course.

Modified storage containers are often difficult or illegal to acquire. Their price is based on the difficulty of the Perception checks to notice the hidden compartment. A simple false bottom in a crate or barrel (DC 15 Perception check locates), costs 50 gp (in addition to the container's price); the DC can be increased by +5 up to three times, doubling the price increase each time (to 100, 200, and 400 gp). Adding hidden compartments to an existing container increases the costs by 50%.

Vehicles: Some contraband is so bulky that it can only be transported in specially modified vehicles.

Such hidden spaces can be simple or elaborate, but generally contain about 10-20% of the vehicle's entire load (in general, a higher percentage can be concealed in a larger vehicle). The Scoundrels occasionally purchase or hire such vehicles for use, but rarely employ anything larger than a cart or merchant's wagon; this caution comes after having a merchant's wagon with a storage compartment concealed in the undercarriage seized. This disaster led to several hours of awkward questions and a rather bloody rescue by Marrowspitter and Mercutio.

Vehicles with hiding places are expensive, but are commonly employed by merchants seeking to hide their most valuable goods from brigands and thieves. The additional price for such hidden compartments is based on the difficulty of the Perception checks to notice the secret compartment: a basic false bottom or floor (DC 15 Perception check locates), increases the vehicle's price by 10%; the DC can be increased by +5 up to three times, increasing the price 10% each time (to 20%, 30%, and 40%). If the secret compartments are added after a vehicle's construction, the cost to add such compartments doubles.



PERSONA: “KILLER” KAI LINNOW

Half her life has been motivated by a desire for vengeance.

Background: Kai was born Kaira Linnow, daughter and heir to Baron Linnow. She lived a life of privilege, exposed to the finery of nobility, but the innocence and privilege of her childhood came to a crashing end when she was seven, as her uncle led hobgoblin mercenaries into her home and slew her father. Through the actions of a few brave guards, Kaira and her brother, Kilroy, escaped into the woods, only for Kilroy to succumb to his wounds later that night. The young Kaira clung to the vivid memory of holding her dying brother, and began nursing a thirst for revenge.

Fleeing her home (and triumphant uncle), Kaira travelled to a nearby large city as a beggar pleading for (or stealing) coin, food and transportation. Arriving in the city, the intelligent, attractive and nimble young girl was quickly recruited into the thieves’ guild. She took to her lessons with uncommon ferocity, becoming a prodigal student and impressing the guildmaster. When her aptitude of magic manifested itself, the guild apprenticed her to a magus who owed the guildmaster a debt.

With the combination of magical talent and thieves’ skills Kai quickly became one of the guild’s enforcers, hunting those who tried to avoid the guild’s fees. However, after serving for several years, she amicably severed ties with the guild to join Marrowspitter and begin what would become Kai’s Scoundrels.

Personality: Kai is a furiously angry young woman. She spends most nights haunted by visions of her brother dying in her arms, or worse, having risen from the grave and demanding to know why she hasn’t yet avenged him. She is obsessed with making money, intending to eventually fund a campaign to reclaim her birthright from her usurper uncle.



Kai often appears cold and uninvolved, allowing others among the Scoundrels to do most of the work. She opens up with the other Scoundrels, more comfortable in their company.

Kai once believed in the rule of law and the virtue of being a good person, but she feels life has shown her that a person gets what they want through force; that the strong survive by plundering the weak and that the law is an inconvenience to be avoided. Somewhere inside her, she still wants to believe all the things her father taught her; Kai is not truly evil, although she could easily fall into that black abyss. She hasn’t abandoned the idea of laws and justice, but she’s become unconvinced that they play a real role in the world, other than as stories told to make young children behave.

Kai’s well-buried heart has prevented the Scoundrels from engaging in some of the worst elements of criminal enterprise and is responsible for her decision to spare Captain LeVar’s life. Kai sees parallels between herself and the Captain; like her, a bout of brutal violence beyond his control ripped his life away. This pity, however, only extends so far and she realizes that the Captain’s situation will have to be addressed, sooner rather than later.

Despite herself, Kai continues to have a weak spot for the children and the helpless; a number of times, she’s ordered the Scoundrels to go out of their way to avoid harming a child. If someone threatens a child in her presence, she acts swiftly and decisively to end the threat.

Mannerisms: Kai wears a smirk that she can’t wipe from her face. She is continuously opening and closing both of her fists, often cracking her knuckles while doing so. She also constantly watches a room’s exits.

Distinguishing Features: Kai’s luxurious raven-coloured hair is worn long. She has bright blue eyes and alabaster skin marked by dark black tribal tattoos along her curves. She dresses in form-fitting clothing, accentuating her athletic physique.

KAI’S ALIGNMENT

With her motivations and willingness to do anything to accomplish her goals, ‘Killer’ Kai certainly seems a match for the evil alignment. But she’s not indiscriminate – in fact, she is hesitant to kill (as opposed to most truly evil foes), and isn’t willing to harm those she believes don’t “deserve” it.

Similarly, as a criminal, she shows more than a little contempt for law, but believes in the order those laws provide. She lives by her own code, and is unwilling to compromise on those terms, neither of which are characteristics of a truly chaotic person. Since she’s neither good nor truly evil, and neither chaotic or lawful, Kai’s alignment is neutral.

Hooks: Vengeance motivates Kai, although she tries to hide it. Characters might be involved with her through ties to her father, or her usurping uncle. She also made both friends and enemies in the thieves' guild and PCs might know her from there.

Relations: Marra is dear to Kai's heart and as close as family. She feels pity for the Captain's miserable state and would like to alleviate his curse. She considers Mercutio an amusing buffoon, while Torn Tusk's dour personality prevents the two from truly growing close. She has developed intense, even romantic,

KILLER KAI CR 7 (XP 3,200)

This striking, raven-haired beauty wears a light chain shirt and a smirking sneer and appears almost eager for a fight.

Female human magus 7/rogue 1

N Medium humanoid (human)

Init +6; **Senses** Perception +8 (+9 vs. traps; trapfinding), Sense Motive +7

Speed 30 ft.

ACP -1; Acrobatics +12, Swim +5

AC 19, touch 14, flat-footed 15; **CMD** 21; **Dodge** (+2 Dex, +5 armour [+1 chain shirt], +1 deflection, +1 dodge [ring of protection +1])

Fort +7, **Ref** +6, **Will** +4

hp 62 (8 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee +1 scimitar +9 (1d6+3/18-20)

Ranged mwk composite longbow (range 110 ft.) +8 (1d8+2/x3)

Atk Options Arcane Strike (+2 damage), arcane accuracy, arcane pool, sneak attack +1d6

Arcane Accuracy (Su) As a swift action, Kai gains a +3 insight bonus on attack rolls until the end of her turn. This costs 1 arcane pool.

Arcane Pool (Su) Kai has 8 points in her arcane pool, which refreshes daily when she prepares spells. As a swift action, Kai grants a weapon she is holding a +2 enhancement bonus for 1 minute. Alternatively, Kai can add any of the following weapon properties: *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, or *shocking burst*, using an amount of bonus equal to the property's price modifier. These bonuses stack with existing enhancements; bonuses and properties are decided when this ability is used and do not apply if the weapon is used by anyone else. If Kai uses this ability again, previous uses immediately end. Using this ability costs 1 pool.

Magus Spells Prepared (CL 7th; concentration +10 [+14 casting defensively or grappling]; empowered magic, knowledge pool, spell combat, spellstrike, spell recall)

3rd—*displacement*, *vampiric touch*

2nd—*bull's strength*, *glitterdust* (DC 15), *invisibility* (2)

1st—*shield*, *shocking grasp* (2), *grease* (2; DC 14)

0—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*

Empowered Magic (Su) Kai can cast one spell each day as if it were modified by Empower Spell, without increasing the

feelings for the gnom, Marrowsplitter; the two spend evenings talking and Kai finds his presence a great comfort.

Tactics: If possible, Kai starts a fight invisible and displaced. She closes to melee as quickly as possible, using Arcane Pool to make her +1 scimitar both *flaming* and *frosting*, while casting either *grease* or *displacement* (and using spell combat, if possible). Subsequently, if she's having difficulty hitting, she use Arcane Accuracy, but otherwise uses Arcane Strike each round. Kai fights aggressively, using Spell Combat every round with *invisibility*, *shocking grasp* or (for healing) *vampiric touch*.

casting time or the level of the spell.

Knowledge Pool (Su) When Kai prepares her spells she can treat any one spell from her spell list as if it were in her spellbook, preparing that spell for the day. If she loses this spell if she does not cast it before the next time she prepares spells. She can restore spells cast in this way using her spell recall ability. Using this ability costs one arcane pool per spell level (minimum 1). Kai could use this ability to prepare *fireball* or *dispel magic* (among other spells), but tends not to.

Spell Combat (Ex) When she has a free hand, as a full-round action, Kai can both cast a spell and make melee attacks. All her attack rolls take a -2 penalty and she can cast a prepared spell with a casting time of 1 standard action. If she casts defensively, she can take up to a -3 penalty on all her attack rolls and add the same amount as a circumstance bonus on her concentration check. If the check fails the spell is wasted and her attacks still take the penalty. Kai can choose to cast, or make weapon attacks, first.

Spellstrike (Su) When Kai casts a touch spell she can deliver the spell through her weapon as a melee attack instead of the melee touch attack that normally delivers the spell. Kai makes a free attack with her weapon (at her highest bonus) and if successful deals normal damage plus the effects of the spell. This attack uses the weapon's critical range.

Spell Recall (Su) As a swift action, Kai recalls a single spell she has already cast by expending Arcane Pool points equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Combat Gear wand of *invisibility* (5 charges), *scroll of fireball* (2), arrows (20)

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

Feats Arcane Strike, Combat Casting, Dodge, Extra Arcane Pool, Improved Initiative, Weapon Focus (scimitar)

Skills as above plus Bluff +11, Diplomacy +11, Intimidate +4, Knowledge (local) +4, Linguistics +7, Spellcraft +13

Languages Common, Draconic, Giant, Gnom

Gear as above plus signet ring (from the Linnow barony sized appropriately to a young girl), 1,000 gp in gems, jewellery and the Scoundrel's current product

Spellbook 3rd—*displacement*, *vampiric touch*, 2nd—*bull's strength*, *cat's grace*, *glitterdust*, *invisibility*, *scorching ray*, *web*, 1st—*burning hands*, *colour spray*, *feather fall*, *grease*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*, *chill touch*, 0th—all (as wizard)

PERSONA: MARRA BRANDYWINE

She escaped fate, only to be followed by the Black Shuck.

Background: Young Marra Brandywine was not an exemplary ranger. She trained because her parents were hunters and she was loath to disappoint them, but despite their hard work, she showed no knack for the outdoor life.

While training with her parents, Marra heard a distant, haunting wail. Her parents turned her around and retreated toward camp, obviously fearful of the source of the howling. As Marra scampered up an embankment near their camp, she looked up to see an immense mastiff, black as night, standing on the hill and felt the stones she was holding give way. Marra's father dove to catch her, and her mother ran to help him; as the hillside gave way and buried her parents, fortune allowed Marra to cling to a tree-root and avoid the lethal cave-in.

Since that time, the Black Shuck, a spirit of misfortune and death, has escorted Marra. Normally, the Shuck appears to those on the verge of death; Marra believes the Shuck has been 'forced' to follow her because it wrongly predicted her demise.

MARRA BRANDYWINE

CR 7 (XP 3,200)

Shorter than a typical halfling this woman bears cherubic, smiling face and looks ready to burst into laughter.

Female halfling summoner 7/ranger 1

NE Small humanoid (halfling)

Init +3; **Senses** bond senses; Perception +5

Bond Senses (Su) As a standard action for up to seven rounds each day, Marra shares all the senses the Black Shuck, sensing everything it does. There is no range to this effect, but Marra and the Shuck must be on the same plane. Marra can end this effect as a free action.

Speed 20 ft.

ACP -1; **Acrobatics** +8, **Climb** +0, **Ride** +13, **Stealth** +10

AC 20, **touch** 15, **flat-footed** 16; **CMD** 17

(+1 size, +3 Dex, +5 armour [+1 *chain shirt*], +1 deflection [*ring of protection* +1])

Fort +7, **Ref** +6, **Will** +5

hp 64 (8 HD); shield ally

Shield Ally (Ex) Whenever Marra is within the Shuck's reach (10 ft.) and he is not grappled, helpless, paralyzed, stunned or unconscious, Marra gains a +2 shield bonus to her AC and a +2 circumstance bonus on her saving throws.

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee mwk lance (reach 10 ft.) +7/+2 (1d6-1/x3)

Ranged shortbow (range 60 ft.) +10/+5 (1d4-1/x3)

Atk Options Mounted Combat, favoured enemy (animals +2)

Special Actions eidolon, maker's call

Eidolon (Su) Marra summons the Black Shuck with a minute-long ritual. His hit points are unchanged from the last time he was summoned (unless he was slain, in which case, he returns with half his total hp). Marra can dismiss the Shuck as a standard action; otherwise, the Shuck can be sent back by *dismissal* or *banishment* (but not *dispel magic*), is

Personality: To Marra, every moment she lives comes to her through fortune, as it was luck that saved her from her parents' fate. She revels in living, drinking and eating cheerfully while always smiling and laughing with an infectious *joie de vivre*. Only dire circumstances cause Marra even a moment of seriousness.

Marra both loves and loathes her sinister Eidolon. She rides the Shuck, treating him as a beloved pet; yet, it was this creature that killed her parents. Marra resents the Shuck for their deaths and shows no concern if the Shuck is injured or killed.

The Black Shuck is Marra's grim opposite. The Shuck has never met anything it likes, constantly issuing guttural growls while it exudes a sense of menace. Marra ignores the Shuck's growls, disregarding the beast's behaviour until someone else remarks up on it.

Mannerisms: Marra always has a joke at the ready and is never without food or drink in her hand. Her sense of humour isn't hurtful or insulting; she, prefers to laugh along with those around her instead of at them.

banished seven rounds after Marra becomes unconscious, falls asleep, or is killed, and is banished if reduced to or below negative hp equal to his Constitution score. Treat the Black Shuck as a summoned creature that can touch and attack creatures warded by *protection from evil* and similar effects. The Shuck and Marra bear an identical glowing rune for as long as he is summoned. This rune can be hidden through mundane means, but cannot be concealed through magic (although *invisibility* conceals it while the spell lasts).

Maker's Call (Su) As a standard action once per day, when the Shuck is on the same plane, Marra can call it to her side (as *dimension door*, CL 7). When this is done, the Shuck appears as close as possible to Marra. If the Shuck is out of range, the ability is wasted.

Spell-Like Abilities (CL 7th; concentration +11)

7/day—summon monster IV (Augmented Summoning; used only when the Shuck is not summoned; duration 7 minutes; if used a second time, the first use immediately ends.)

Summoner Spells Known (CL 7th; concentration +11; share spells)

3rd—*black tentacles*, *summon monster IV*

2nd—*glitterdust* (DC 16), *haste*, *invisibility*, *summon eidolon*

1st—*expeditious retreat*, *grease*, *identify*, *mage armour*, *shield*

0—*detect magic*, *guidance*, *light*, *mending*, *message*, *open/close*

Combat Gear +1 *shocking arrow* (5), *arrows* (20)

Abilities Str 8, Dex 16, Con 14, Int 12, Wis 8, Cha 18

SQ wild empathy (+5, +1 vs. magical beasts)

Feats Augmented Summoning, Mounted Combat, Resilient

Eidolon, Spell Focus (conjuration)

Skills as above plus Handle Animal +10, Knowledge (nature) +5,

Spellcraft +12, Survival +4 (+5 tracking)

Languages Common, Elven, Halfling; link

Gear as above plus *bag of holding* (type I), 850 gp in jewellery or whatever the Scoundrels are presently transporting.

THE BLACK SHUCK

This immense mastiff stands as tall at the shoulder as a man. It has fur black as night and glowing red eyes.

NE Medium outsider

Init +3; **Senses** darkvision 60 ft., scent; Perception +9

Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +12, Climb +13, Stealth +9

AC 24, touch 13, flat-footed 21; **CMD** 24

(+3 Dex, +11 natural)

Weakness *dismissal* or *banishment*; see *Eidolon*, above.

Fort +6, **Ref** +8 (evasion), **Will** +2 (+6 vs. enchantments)

hp 45 (6 HD)

Life Link (Su) Whenever the Black Shuck takes damage that reduces it to or below -13 hp, as a free action Marra can sacrifice hit points and prevent that much damage done to the Shuck. This can prevent the Shuck from being sent back to its home plane.

Space 5 ft.; **Base Atk** +6; **CMB** +11

Melee bite (reach 10 ft.) +12 (1d8+7 plus push)

Atk Options Power Attack (-2 to hit, +6 to damage), magic attacks

Push (Ex) In addition to dealing damage with his bite, the Black Shuck may make a free combat manoeuvre check. If successful, its opponent is pushed back 5 ft.

Abilities Str 20, Dex 17, Con 13, Int 7, Wis 10, Cha 11

SQ devotion, evolutions (bonus—bite, climb, limbs [legs] 2; selected—ability increase [Str], improved damage [bite], improved natural armour, magic attacks, mount, push, reach [bite], scent)

Feats Power Attack, Toughness, Weapon Focus (bite)

Skills as above plus Intimidate +6, Survival +9

Languages Common, Elven, Halfling; link

SUMMON EIDOLON

School conjuration (summoning); **Level** summoner 2

Casting Time 1 round

Components V, S, M (a silver coin)

Range close (25 ft. + 5 ft./2 levels)

Targets one eidolon

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You open a rift between dimensions that summons your eidolon. Treat this as if you had summoned your eidolon normally, except that it only remains with you for the duration of this spell. While summoned in this way, your eidolon cannot touch any creature warded by *protection from evil* or a similar effect and your eidolon can be sent back to its home plane by *dispel magic*.

If you cast this spell while your eidolon is already on your plane, this spell has no effect. This spell allows you to summon your eidolon even if it has been returned to its home plane due to damage.

The Black Shuck behaves as it appears: a huge mastiff, irritable in demeanour and menacing of mien.

Distinguishing Features: Marra has bright red hair, a swathe of freckles across her nose, pleasant dimples and a smile that can light a room. She dresses in comfortable, simple clothes, often in dark colours that hide dirt well.

Hooks: Other characters may have heard stories of the Black Shuck, and some may have even heard about the death of Marra's parents and the missing young girl. As an attractive young woman, Marra has also left some broken hearts along her way, some of which might still seek her out.

Relations: Marra considers Kai a sister, and knows that she buries a deep pain, but wants Kai to enjoy what pleasures she can. She finds the Captain unnerving, even in human form. She enjoys Mercutio, and the two have spent drunken nights in each other's company. She admires Torn Tusk's talent for spellcraft but finds the half-orc too sullen. Marrowspitter's black sense of humour and the burgeoning romance between he and Kai pleases Marra immensely.

Tactics: Given time to prepare, Marra dismisses the Black Shuck and use her *summon monster* spell and spell-like ability to summon a handful of creatures, then recalls the Shuck with her *summon eidolon* spell. During combat, Marra casts spells from the Shuck's back, strengthening the Shuck and summoning more creatures.



PERSONA: "CAPTAIN" LEVAR

He struggles to resist the curse of bestial savagery.

Background: Captain LeVar remembers little of his past; he's not sure if LeVar is his first name, or last. He remembers being bitten, though; he remembers the smell of the sea, the sudden stillness; the cries of men around him as strangely piscine figures with black, empty eyes climbed aboard the ship. He remembers fighting, then the red-hot pain of one of the creatures clamping onto his thigh, and the ice-cold water. He remembers being desperate to swim, unable to breathe, and then, he recalls darkness.

Some time later, wet and cold, the scoundrels found him. They nursed him back to good health; for that, and not ending him when his curse revealed itself, the Captain owes the Scoundrels his life.

The Captain is succumbing to his lycanthropy. Some nights, he recovers consciousness soaked in blood and with a bloated belly. The Captain has avoided satiating his hunger on the Scoundrels, who are acutely aware of his 'problem' (another reason they avoid populated areas).

Personality: In his human form, the Captain is reserved, cautious to voice his thoughts in case he's forgotten something relevant and looks foolish. The constant feeling that he's forgetting something makes him bellicose, though he's close enough with the Scoundrels to check himself.



When in hybrid or animal form, the primal consciousness of the shark takes over and the Captain is consumed by the shark's animalistic desires (particularly the need to feed).

Mannerisms: The Captain speaks much like a stereotyped pirate, sneering a great deal (the scar on his right cheek prevents many other facial expressions). He nods or shakes his head constantly during conversation and has difficulty sitting still for long periods of time.

It's notable that the Captain may not actually be a Captain. He certainly knows about sailing ships and commanding seagoing vessels, but his memories aren't distinct enough to actually say that he ever held such a rank. The Scoundrels gave him the moniker "Captain" based on his mannerisms.

"CAPTAIN" LEVAR

CR 7 (XP 3,200)

This leather-faced man has a scar running across his forehead and left eye. He wears a torn and ripped heavy black jacket over his breastplate.

Male human afflicted wereshark rogue 3/fighter 4

CN Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +10 (+11 vs. traps; trapfinding), Sense Motive +10

Speed 20 ft., base speed 30 ft.

ACP -2; Acrobatics +6, Stealth +5, Swim +8

AC 20, touch 12, flat-footed 17; **CMD** 19; +1 vs. traps (+2 Dex, +7 armour [+1 breastplate], +1 shield [Two-Weapon Defence])

Fort +7, **Ref** +6 (+7 vs. traps), **Will** +4 (+5 vs. fear)

hp 56 (7 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee +1 battleaxe +9/+4 (1d8+2/x3) or

Melee +1 battleaxe +7/+2 (1d8+2/x3) and
mwk handaxe +7/+2 (1d6+1x3)

Ranged throwing axe (range 10 ft.) +8 (1d6+1)

Atk Options Power Attack (-2 attack, +2 damage with hand axe +6 damage with battleaxe), Vital Strike, sneak attack +2d6

Change Shape (Su) Using a full-round action, the Captain makes a DC 15 Constitution check to change to hybrid or animal form. The full moon gives the Captain a +5 morale bonus to shift to animal or hybrid form.

Combat Gear *potion of displacement* (2), *potions of cure moderate wounds* (2)

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

SQ armour training (1), bravery (+1), evasion, rogue talent (combat trick)

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

Gear as above plus alchemical silver manacles (Large), 1,000 gp in jewels or the Scoundrel's current product

Distinguishing Features: If he stood at full height, the Captain would tower six and a half feet tall, but he spends his life half-crouching, used to the movement of a ship beneath him. He has weather-beaten skin, a dark red scar across his forehead and left eye and black eyes that glimmer with menace. He wears a scraggly black beard and wears a torn but functional black jacket and a wide-brimmed hat, regardless of the weather. Tattoos cover his arms and chest and his back bears thick scars from the lash. With a mess of small scars and pox-marks across his face and arms, the Captain is an easy man to recognize.

Hooks: While he may not remember anyone from his time as a sailor, any number of people could remember the Captain.

“CAPTAIN” LEVAR (HYBRID FORM) CR 7 (XP 3,200)

Where once stood a man, now there is a terrible, grey, thing, with soulless black eyes and a gaping maw of nightmarish teeth.

Male human afflicted wereshark rogue 3 / fighter 4
CN Large humanoid (shapechanger)

Init +2; **Senses** blindsense 30 ft., low-light vision; Perception +10 (+11 vs. traps; trapfinding), Sense Motive +10

Speed 20 ft., base speed 30 ft.; Swim 40 ft., base swim 60 ft

ACP -2; **Acrobatics** +6, **Stealth** +1, **Swim** +16

AC 25, touch 12, flat-footed 22; **CMD** 22; +1 vs. traps (-1 size, +2 Dex, +7 armour [+1 *breastplate*], +1 shield [Two-Weapon Defence], +6 natural)

Fort +8, **Ref** +6 (+7 vs. traps), **Will** +4 (+5 vs. fear)

hp 63 (7 HD); **DR** Silver/5

Space 10 ft.; **Base Atk** +6; **CMB** +7

Melee +1 *battleaxe* (with Vital Strike) +10 (4d6+4/x3) or

Melee +1 *battleaxe* +10/+5 (2d6+4/x3) and bite +3 (1d8+4) or

Melee +1 *battleaxe* +8/+3 (2d6+4/x3) and mwk handaxe +8/+3 (1d8+3) and bite +3 (1d8+4)

Ranged throwing axe (range 10 ft.) +8 (1d6+1)

Atk Options Power Attack (-2 attack, +4 damage with battleaxe and bite, +2 with hand axe), sneak attack +2d6

Change Shape (Su) As a full-round action the Captain can make a DC 15 Constitution check to change to animal form, or a DC 20 Constitution check to change to human form. The full moon gives a +5 morale bonus to shift to animal form, and a -5 penalty to shift to human form.

Combat Gear *potion of displacement* (2), *potion of cure moderate wounds* (2)

Abilities Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

SQ armour training (1), bravery (+1), evasion, rogue talent (combat trick), trapfinding

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

Gear as above plus alchemical silver manacles (Large), 1,000 gp in jewels or the Scoundrel’s current product

Anything from former employers to spurned lovers may be looking for him, for anything from paying a debt to repaying the Captain for services rendered. The Captain has blackouts, some of which have lead to a loss of life; such an incident might cause sheriffs or private citizens to come looking for the Captain.

Relations: The Captain recognizes his debt to the Scoundrels and in particular to Kai. He knows that the Scoundrels will kill him once he has been lost to his lycanthropy and he is grimly thankful for it. With no past and doom looming in his future, the Captain values the Scoundrels as friends. When the Captain does meet his end, though, he’ll do it taking Mercutio with him. He knows the half-elf is dangerously unstable, and likely to eventually lead the others into disaster

Tactics: If he’s given a chance to prepare, Captain LeVar changes into hybrid form (with his weapons drawn, so he doesn’t forget them later). If taken by surprise, he tries to withdraw to shift to hybrid form then rejoins combat. The Captain tries to flank opponents to use his sneak attack.

During nights of the full moon, the Captain has his allies secure him in a set of alchemical silver manacles, to prevent further lethal blackouts.

“CAPTAIN” LEVAR (ANIMAL FORM) CR 7 (XP 3,200)

This dull grey fish's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

Male human afflicted wereshark rogue 3 / fighter 4
CN Large humanoid (shapechanger)

Init +2; **Senses** blindsense 30 ft., low-light vision; Perception +10 (+11 vs. traps, trapfinding), Sense Motive +10

Speed Swim 60 ft.

ACP 0; **Acrobatics** +8, **Stealth** +3, **Swim** +18

AC 17, touch 11, flat-footed 15; **CMD** 22; +1 vs. traps (-1 size, +2 Dex, +6 natural)

Fort +8, **Ref** +6 (+7 vs. traps, evasion), **Will** +4 (+5 vs. fear)

hp 63 (7 HD); **DR** silver/5

Space 10 ft.; **Base Atk** +6; **CMB** +7

Melee bite (with Vital strike) +8 (2d8+4)

Atk Options Power Attack (-2 attack, +6 damage with bite), sneak attack +2d6

Change Shape (Su) As a full-round action the Captain can make a DC 15 Constitution check to change to hybrid form, or a DC 20 Constitution check to change to human form. The full moon gives the Captain a +5 morale bonus to shift to hybrid form, and a -5 penalty to shift to human form.

Abilities Str 17, Dex 15, Con 17, Int 10, Wis 14, Cha 6

SQ armour training (1), bravery (+1), rogue talent (combat trick), trapfinding

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

PERSONA: MARROWSPLITTER

Rejected by his people for his drive, this dynamic gnoll found his own way.

Background: Marrowspitter was born with a goal-oriented personality, a rare and undesirable trait among male gnolls, and found himself a pariah among his people. His druidic talents were desirable to other races, so he struck out to sell his abilities among humanoid communities. While travelling in tropical lands, he encountered the incredible rocs, and summoned one as his animal companion. Less than a year afterward, he met Kai and they formed the Scoundrels.

Personality: A motivated individual, Marrowspitter has none of the laziness that is common to his race. He has a dark sense of humour, enjoys sarcasm and isn't hesitant to speak his mind.

Mannerisms: Marrowspitter growls in a guttural tone as he talks and stares intently at whomever he's speaking with.

Distinguishing Features: Tall and broad, Marrowspitter has well-maintained tan fur with black spots. He wears black dragon scale armour, taken from a druid he defeated in battle. Brightfeather, Marrowspitter's animal companion, is a huge tropical bird, of distinctive appearance.

Hooks: A long time criminal, Marrowspitter has made a number of allies and enemies in black markets across the world, and any of them might look to settle a debt.

Relations: Marrowspitter has romantic feelings for Kai, something he's almost entirely unfamiliar with. He's fond of most of the Scoundrels except the Captain; he would prefer to simply kill the lycanthrope and have done with it.

Tactics: If given time to prepare, Marrowspitter casts *barkskin* and *bull's strength* (using share spells) on both himself

and Brightfeather. He starts combat by casting *shillelagh* and wades into melee. Brightfeather tries to flank with his master, both attacking the same target. Rarely, Marrowspitter rides Brightfeather, but not often in combat.

MARROWSPLITTER

CR 7 (XP 3,200)

This hyena-headed humanoid bears a savage-looking cudgel and wears a breastplate of black dragon scales.

Male gnoll druid 7

CN Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +2

Speed 20 ft., base speed 30 ft.; Woodland Stride, Trackless Step
Woodland Stride (Ex) Marrowspitter moves through any sort of natural undergrowth at his normal speed and without damage or suffering other impairment. Areas that have been magically manipulated, however, still affect him.

Trackless Step (Ex) Marrowspitter has the option to leave no trail in natural surroundings and prevent be tracked.

ACP -3; Ride +10

AC 22, touch 11, flat-footed 21; **CMD** 22

(+1 Dex, +7 armour [+1 *dragonhide breastplate*], +3 shield [+1 *dragonhide heavy*], +1 natural)

Fort +11, **Ref** +5, **Will** +7; +4 vs. spell-like abilities and supernatural abilities of fey and spells and effects that target plants

hp 76 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +11

Melee club +11/+6 (1d6+5/x2)

Ranged spear (range 20 ft.) +7 (1d8+5)

Atk Options Cleave, Mounted Combat, Power Attack (-2 to hit, +4 damage)

Special Actions wild shape (2/day; *beast shape II* or *elemental body I*)

Druid Spells Prepared (CL 7th; concentration +9; share spells)

4th—*spike stones* (DC 16)

3rd—*call lightning* (DC 15), *spike growth* (DC 15)

2nd—*barkskin* (2), *bull's strength* (2)

1st—*cure light wounds*, *entangle* (2), *pass without trace*, *shillelagh*

0—*detect magic*, *light*, *mending*, *purify food & drink*

Combat Gear *scroll of flame strike* (3), *wand of cure moderate wounds* (10 charges)

Abilities Str 20, Dex 12, Con 16, Int 8, Wis 14, Cha 6

SQ, wild empathy (+5, +1 vs. magical beasts), resist nature's lure

Feats Cleave, Lightning Reflexes, Mounted Combat, Power Attack, Toughness

Skills as above plus Knowledge (nature) +9, Linguistics +0, Spellcraft +9, Survival +10

Languages Common, Druidic, Gnoll; link

Gear as above plus 1000 gp in gems, jewellery, or whatever the Scoundrels are presently transporting

BRIGHTFEATHER, MARROWSPLITTER'S ANIMAL COMPANION

This immense bird has brilliant blue plumage, with a streak of red down the chest and sinister-looking talons.

CN Large animal (roc)

Init +4; **Senses** low-light vision; Perception +1, Sense Motive +1

Speed 20 ft., fly 80 ft.

ACP 0; Fly +7, Stealth +7

AC 25, touch 13, flat-footed 21; **CMD** 25

(-1 size, +4 Dex, +12 natural)

Fort +7, **Ref** +9 (evasion), **Will** +3 (+7 vs. enchantments)

hp 45 (6 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +11

Melee 2 talons (reach 10 ft.) +11 (1d8+6/19-20 plus grab) and bite (reach 10 ft.) +10 (1d8+6)

Atk Options Power Attack (-2 to hit, +4 damage)

Abilities Str 22, Dex 19, Con 14, Int 2, Wis 13, Cha 11

Feats Improved Natural Attack (Talons), Toughness, Weapon Focus (Talons)

Skills as above

Languages understands Common; link

PERSONA: MERCUTSIO

He seems a harmless fop, but he is, in fact, a brutish rake.

Background: Mercutio's mother told him often that he was an accident. As a boy, he and his mother wanted for nothing financially, but lacked genuine affection, which his resentful mother never provided. As he grew older, he was unable to make friends with his peers, who aged more quickly than the lonely half-elf. Where most children learned how to relate to others, he learned contempt; where others were shown kindness, he received only cruelty and indifference.

MERCUTSIO

CR 7 (XP 3,200)

This attractive half-elf is dressed in finery, with a well-crafted rapier at his side.

Male half-elf rogue 1/bard 7

CE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +12 (+13 vs. traps; trapfinding), Sense Motive +15

Speed 30 ft.

ACP -1; Acrobatics +14, Escape Artist +15, Stealth +14

AC 22, touch 14, flat-footed 17; **CMD** 20

(+4 Dex, +5 armour [+1 *chain shirt*], +2 shield [+1 *light steel*], +1 deflection [*ring of protection +1*])

Immune sleep

Fort +2, **Ref** +12, **Will** +7 (+9 vs. enchantments); +4 vs. sonic, language dependant or bardic performance

hp 31 (8 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk whip (reach 15 ft.) +10 (1d3 nonlethal) or

Melee mwk whip (reach 15 ft.) +8 (1d3 nonlethal) and mwk spiked shield +8 (1d3)

Atk Options Improved Shield Bash, sneak attack +1d6

Special Actions bardic performance (18 rounds; day; countersong, distraction, fascinate, inspire competence [+3], inspire courage [+2], suggestion [DC 15])

Bard Spells Known (CL 7th; concentration +9)

3rd—*fear* (DC 15), *glibness*

2nd—*alter self*, *detect thoughts* (DC 14), *eagle's splendour*, *silence* (DC 14)

1st—*charm person* (DC 13), *expeditious retreat*, *feather fall*, *hideous laughter* (DC 13), *unseen servant*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation*

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

SQ bardic knowledge (+3), lore master, multitalented (bard, rogue), versatile performance

Feats Agile Manoeuvres, Improved Shield Bash, Skill Focus (Performance [oratory]), Two-Weapon Fighting, Weapon Finesse

Skills as above plus Bluff +13, Diplomacy +16, Disable Device +4, Linguistics +7, Perform (oratory) +16, Perform (string) +13, Sleight of Hand +14, Use Magic Device +13

Languages Common, Celestial, Draconic, Elven, Gnoll Orc

Gear as above plus *cloak of resistance +1*, 1000 gp in gems, jewellery, or whatever the Scoundrels are transporting

Since reaching adulthood, the half-elf has ravaged his way across the continent, leaving broken hearts and damaged lives in his wake. Mercutio pursues base pleasures with the thirst of a dying man. He met Torn Tusk moments before a bar brawl (that Mercutio caused) and back-to-back, the two formed an unlikely alliance. When the duo encountered Kai and her Scoundrels, both sides quickly realized the advantages of an alliance.

Personality: Mercutio consumes, ravishing life for everything it has to offer. He rarely pauses to consider the harm his actions cause others. Because he values his connection to the Scoundrels, he'll consider their desires, but his need to fulfil his own base urges still lands him in trouble.

Mannerisms: Mercutio always smiles like the cat that swallowed the canary. He's gregarious to everyone and spends his coin freely on food, drink and women; over the short term, he can come across as generous and pleasant tempered.

Distinguishing Features: The garish clothing Mercutio wears suits the half-elf's devil-may-care attitude and makes him appealing to naïve young ladies (a fact he values greatly).

Relations: Mercutio values the Scoundrels for what they can provide him. So far, they provide quite a bit, so he's personable and charming towards them, except toward Captain LeVar, who the half-elf feels has nothing to offer him.

Hooks: Mercutio has left so many enemies in so many towns, it's a wonder he isn't constantly being attacked. From former suitors to lover's husbands, there are any number of ways characters could have connections to Mercutio's past.

Tactics: Mercutio flees combat wherever possible. If his companions are present, he reluctantly stays, using bard performance to aid them and trip and disarm combat manoeuvres.



PERSONA: TORN TUSK

To Torn, the world is crumbling to ashes.

Background: Torn Tusk was born into flames as his mother's hut burned and was found clinging to life in the smouldering cinders.

Fearful of his ominous birth, the orcs of the tribe bullied and taunted the young Torn Tusk, mercilessly mocking him as weak. When his knack for sorcery emerged, he carefully nursed his talents in secret until confident in his abilities. Only then did he take his revenge on those who had spurned him, and was disappointed to find the scent of his tribe's burning flesh did not please him as much as he had hoped.

His tribe in ashes, Torn Tusk travelled the world as a mercenary. He was aimless before saving Mercutio's life in a bar-fight. Now he finds purpose in accompanying the half-elf on his malicious adventures and in the company of Kai's Scoundrels.

Personality: Torn Tusk sees fire as a metaphor for life: uncaring and remorseless, it consumes, and leaves nothing behind. Ultimately, everything burns. Torn Tusk is a morose and taciturn pessimist who eternally expects the worst.

Mannerisms: Torn Tusk communicates mostly with nods and shakes of his head, or grunts and snarls. When he does speak, it's often to harshly point out the potential flaws or down sides in the proposed plan.

Distinguishing Features: Torn Tusk keeps his full head of thick black hair in neat dreadlocks, and much of his flesh bears burn scars. In dim light, his eyes flicker as though lit from the inside, and he prefers to wear loose-fitting, light-coloured clothing.

Hooks: As a mercenary, Torn Tusk fought against heroes and villains alike, and any number of enemies or allies from that time might look for him. It's also possible that one or more survivors from his tribe still seek revenge.

Relations: Despite his sullen exterior, Torn Tusk has a fondness for the other Scoundrels. The half-orc lacks the social grace to show this affection, but his need to constantly point out the flaws and negative outcomes in the others plans arises from a heartfelt desire to protect them from being hurt. He's also developed unrequited feelings for Kai, and nurses a growing resentment of her relationship with Marrowspitter.

Tactics: Torn Tusk protects himself regularly with the *mage armour*. Given the opportunity to prepare, Torn Tusk protects three of his companions (starting with Kai) with *protection from energy (fire)*. During combat, after casting *improved invisibility* on himself, he rains down as much damage on his enemies avoiding his friends wherever possible. If he gets a chance, he targets arcane spellcasters with empowered *scorching ray*.

TORN TUSK

CR 7 (XP 3,200)

This half-orc's face bears terrible burn scars and his eyes seem to flicker with an inner light.

Male half-orc sorcerer (elemental [fire]) 8

NE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 30 ft.

ACP 0; Fly +7

AC 17, touch 13, flat-footed 14; **CMD** 17

(+2 Dex, +4 armour [*mage armour*], +1 deflection [*ring of protection +1*])

Resist fire 10

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

hp 62 (8 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when brought below 0 hit points, Torn Tusk can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +4; **CMB** +4

Melee quarterstaff +4 (1d6)

Ranged mwk light crossbow (range 80 ft.) +7 (1d8/19-20) or

Ranged Touch elemental fire ray (30 ft. range; 7/day) +6 (1d6+4 fire)

Sorcerer Spells Known (CL 8th; concentration +12; Empower Spell, bloodline arcana)

4th (4/day)—*greater invisibility*,

3rd (6/day)—*fireball* (DC 19), *fly*, *protection from energy*

2nd (7/day)—*flaming sphere* (DC 18), *scorching ray*, *shatter*, *web* (DC 16)

1st (7/day)—*burning hands* (DC 17), *feather fall*, *mage armour*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 16), *mage hand*, *message*, *ray of frost*, *resistance*

Bloodline Arcana (Su) Torn Tusk can change the damage type (to fire) of any spell inflicting energy damage.

Combat Gear *wand of cure moderate wounds* (20 charges), *wand of fireball* (CL 10, 5 charges), *wand of displacement* (5 charges)

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

Feats Empower Spell, Eschew Materials^B, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Toughness

Skills as above plus Bluff +10, Intimidate +12, Spellcraft +12, Use Magic Device +15

Languages Common, Goblin, Orc

Gear as above plus 1,000 gp in gems, jewellery, or whatever the Scoundrels are presently transporting

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