

# VILLAINS

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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst and Martin Tideswell





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Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Villains* presents seven such malign foes (of CRs 7 - 11) to bedevil your PCs. Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block, plot hooks and suggested encounter groups making it easy to insert the villain into almost any campaign. *Villains* also includes a selection of minions including stalwart, black-hearted swordsmen; calculating, warrior monks; stealthy, amoral rogues and more!



## CREDITS

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**Design:** Creighton Broadhurst and Martin Tideswell  
**Development:** Steve “Taz” Cansdale and Aaron T. Huss  
**Editing:** Steve “Taz” Cansdale, Aaron T. Huss and Martin Tideswell  
**Cover Design:** Creighton Broadhurst  
**Layout:** Creighton Broadhurst  
**Interior Artists:** Dave Peterson. Some images copyright Erisian Entertainment, used with permission.

## BONUS MATERIAL

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Thank you for purchasing *Villains*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit [ragingswan.com](http://ragingswan.com) to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

## ERRATA

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We would like to think *Villains* 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](http://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

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Contact us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ABOUT THE DESIGNERS

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**Creighton** is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

**Martin** has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at the age of 11 and the rest, as they say, is history...

Martin is now 38 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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Every hero needs an enemy to defeat. Every campaign needs a foul villain weaving dangerous and sinister plans. *Villains* presents seven such individuals along with a dozen minions which they can hurl at the party.

Each villain benefits from an extensive write-up including a full-length illustration, comprehensive stat block and notes on their personality, background, mannerisms and distinguishing features. Lore sections and suggested encounter groups enables the GM to spend less time preparing combats and more time focusing on providing a great game experience for the players.

*In chapels ruined and cellars reclaimed,  
In mansions splendid and caves unnamed,  
Evil they plot, foul schemes they have started,  
Each one a nemesis, all stone cold-hearted,  
A thief, an assassin and warriors-born,  
A wizard, a sorcerer and a monk forlorn,  
With deeds black as night their powers are growing,  
Seeds of destruction these villains are sowing,  
All follow the crooked path to damnation,  
To a fiery hell of their own creation...*

### STAT BLOCKS BY CR

CR	NAME	DETAILS	PAGE
2	Rake	CN male human fighter 2/rogue 1	8
3	Mercenary Warrior	NE male human fighter 4	7
3	Thug	CN male half-orc fighter 2/rogue 2	10
4	Roondar Turen	N male gnome bard 5	9
4	Veteran Rake	CN male human fighter 4/rogue 1	8
5	Elite Mercenary Warrior	NE male human fighter 6	7
5	Brawler	LE male dwarf fighter 4/monk 2	10
6	Shamil the Poisoner	NE female gnome rogue 5/assassin 2	6
7	Mercenary Leader	NE male human fighter 8	7
7	Grash the Destroyer	CE male half-orc rogue 3/fighter 2/assassin 3	6
7	Tiefling Sneak	CN female tiefling rogue 3/wizard (enchanter) 5	9
7	Professional Duellist	NE male elf fighter 5/rogue 2/duellist 1	8
7	Teraim Arasten	LE male dwarf fighter 8	12
7	Digory Odgers	CE male human rogue 5/fighter 3	20
9	Firhar Luedul	NE male half-elf wizard (diviner) 10	14
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9	Myghal Nankeris	LE male human monk 10	18
11	Perran Gongye	NE male human rogue 6/assassin 6	22
11	Cornes Solethar	NE male half-elf sorcerer (infernal) 2	24

## READING STAT BLOCKS

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*Villains* 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 blocks 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 <sup>D</sup> 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 barred schools.

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### 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.

# MINIONS

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## ASSASSINS

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Stalking the shadows, waiting for the perfect time to strike, assassins work at the behest of dark forces to cut down those opposing their employer's will.

**SHAMIL THE POISONER** CR 6 (XP 2,400)  
*This ruddy-faced gnome has a welcoming smile and wears a food-stained shirt.*

---

Female gnome rogue 5/assassin 2

NE Small humanoid (gnome)

**Init** +7; **Senses** low-light vision; Perception +11 (+13 vs. traps), Sense Motive -1

**Speed** 20 ft.

**ACP** 0; Acrobatics +13 (+9 jumping), Escape Artist +8, Stealth +17 (fast stealth)

---

**AC** 20, touch 15, flat-footed 20; **CMD** 18; Dodge, Mobility +1 vs. traps, +4 vs. giant type foes, improved uncanny dodge, uncanny dodge (+1 size, +3 Dex, +5 armour [+1 mithral shirt], +1 dodge)

**Fort** +5 (+6 vs. poison), **Ref** +9 (+10 vs. traps; evasion), **Will** +3 (+5 vs. illusions)

**hp** 54 (7 HD)

---

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

**Melee** +1 dagger +9 (1d3+2/19-20)

**Atk Options** +1 vs. reptilian and goblin subtypes, death attack, poison use, sneak attack +4d6, surprise attack

**Death Attack (Ex)** If Shamil studies her victim for 3 rounds and then makes a sneak attack she can attempt to paralyze (for 1d6+2 rounds) or kill her target (Fortitude DC 13 negates either effect).

**Poison Use (Ex)** Shamil is trained in the use of poisons and cannot accidentally poison herself.

**Spell-Like Abilities** (CL 7th; concentration +8)

1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

---

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

**SQ** trapfinding, rogue talents (fast stealth, surprise attack), weapon familiarity

**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse

**Skills** as above plus Bluff +9, Disable Device +16, Disguise +10, Knowledge (local) +7, Profession (cook) +7, Sleight of Hand +10

**Languages** Common, Dwarven, Gnome, Sylvan

---

**Gear** as above plus *cloak of resistance +1*, masterwork thieves' tools, dark reaver powder, 10 gp, 10 sp

Few would take Shamil for an assassin. Squeamish, she hates the sight of blood – often fainting at the mere sight of it – preferring more subtle methods of disposing of her enemies. Shamil always works alone. Her preferred method of attack is to infiltrate her target's kitchen or preferred eatery and add poison to his food or drink. She flees combat wherever possible, surrendering if her life seems in danger. If handed over to the authorities, she relies on her extensive contacts and hidden wealth to win her release.

**GRASH THE DESTROYER** CR 7 (XP 3,200)

*This hulking warrior's clothes barely contain his knotted muscles.*

---

Male half-orc rogue 3/fighter 2/assassin 3

CE Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision; Perception +11 (+12 vs. traps), Sense Motive +0

**Speed** 30 ft.

**ACP** 0; Acrobatics +14, Climb +9, Ride +7, Stealth +13, Swim +8

---

**AC** 20, touch 13, flat-footed 20; **CMD** 23; Dodge, Shield Focus, +1 vs. traps, uncanny dodge (+2 Dex, +4 armour [+1 studded leather], +3 shield [+1 buckler], +1 dodge)

**Fort** +7 (+8 vs. traps), **Ref** +6 (+7 vs. traps; evasion), **Will** +2 (+3 vs. fear)

**hp** 66 (8 HD); orc ferocity

**Orc Ferocity (Ex)** Once per day, when Grash is brought below 0 hit points he can fight on for one more round as if disabled. At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

---

**Space** 5 ft.; **Base Atk** +6; **CMB** +10

**Melee** +1 falchion +12 (2d4+6/18-20)

**Atk Options** death attack, poison use, sneak attack +4d6, surprise attack

**Special Actions** Dazzling Display

**Death Attack (Ex)** If Grash studies his victim for 3 rounds and then makes a sneak attack he can attempt to paralyze (for 1d6+2 rounds) or kill his target (Fortitude DC 14 negates either effect).

**Poison Use (Ex)** Grash is trained in the use of poisons and cannot accidentally poison himself.

**Combat Gear** *javelin of lightning*, *potion of cure serious wounds*, *potion of fly*

---

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

**SQ** bravery (+1), rogue talent (surprise attack), trapfinding, weapon familiarity

**Feats** Dazzling Display, Dodge, Intimidating Prowess, Shield Focus, Toughness, Weapon Focus (falchion)

**Skills** as above plus Disable Device +7, Disguise +4, Intimidate +16, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (local) +8

**Languages** Abyssal, Common, Orc

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**Gear** as above plus 12 gp, 15 sp

A large, hulking fellow of little imagination, Grash nevertheless possesses battle cunning won from many alley brawls and blood splattered assassinations. Feared throughout the city, he acts as an enforcer for hire or assassin to those who want to send an unequivocal message. He cares little if innocents get in his way; all are cut down by his much-used falchion.

Grash does not like to work alone, preferring instead to surround himself with a crowd of lesser thugs all desperate to earn his favour. Of course, such minions don't last long, as Grash employs them to soften up a target's defences before striking.



## MERCENARY WARRIOR

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Mercenary warriors are the backbone of many villains' forces. Loyal to their employer (as long as they are paid), and merciless to their enemies, they are brave in battle and rapacious in victory. Their masters often employ them to oppress the local populace, slay troublemakers and to serve as their elite guards.

**MERCENARY LEADER** CR 7 (XP 3,200)  
*Clad in intricately carved full plate, this human warrior radiates an aura of command and barely restrained violence.*

---

Male human fighter 8  
NE Medium humanoid (human)  
**Init** +6; **Senses** Perception +1, Sense Motive +1  
**Speed** 20 ft., base speed 30 ft.  
**ACP** -4; **Acrobatics** -2 (-6 jumping), **Climb** +4, **Ride** +7, **Swim** +4  
**AC** 25, touch 12, flat-footed 23; **CMD** 23; **Shield Focus** (+2 Dex, +10 armour [+1 full plate], +3 shield [mwk heavy steel])  
**Fort** +9, **Ref** +5, **Will** +6 (+8 vs. fear)  
**hp** 72 (4 HD)

---

**Space** 5 ft.; **Base Atk** +8; **CMB** +12  
**Melee** +1 *bastard sword* +15/+10 (1d10+8/19-20) or  
**Melee** mwk silver dagger +13/+8 (1d4+3/19-20)  
**Ranged** mwk spear (range 20 ft.) +11 (1d8+4/x3)  
**Atk Options** Dazzling Display, Power Attack (-3 attack, +6 damage), Vital Strike  
**Combat Gear** *feather token (whip), potion of cure serious wounds*

---

**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8  
**SQ** armour training (2), bravery (+2), weapon training (heavy blades +1)  
**Feats** Dazzling Display, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Shield Focus, Vital Strike, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)  
**Skills** as above plus Intimidate +14  
**Languages** Common

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**Gear** as above plus *cloak of resistance +1*, 31 gp, 14 sp

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### ENCOUNTER GROUPS

Mercenary warriors can be encountered in any size group. Small groups could serve as bodyguards for their master while elite warriors or even mercenary leaders could protect particularly powerful villains.

**EL 6 (XP 2,400):** Mercenary Warriors (2)

**EL 7 (XP 3,200):** Mercenary Warriors (4)

**EL 8 (XP 4,800):** Mercenary Warriors (4), Elite Mercenary Warrior 1

**EL 9 (XP 6,400):** Elite Mercenary Warriors (2), Mercenary Leader (1)

**ELITE MERCENARY WARRIOR** CR 5 (XP 1,600)  
*Clad in fine full plate this warrior carries a bastard sword.*

---

Male human fighter 6  
NE Medium humanoid (human)  
**Init** +6; **Senses** Perception +1, Sense Motive +1  
**Speed** 20 ft., base speed 30 ft.  
**ACP** -5; **Acrobatics** -3 (-7 jumping), **Climb** +2, **Ride** +4, **Swim** +2  
**AC** 24, touch 12, flat-footed 22; **CMD** 21; **Shield Focus** (+2 Dex, +9 armour [mwk full plate], +3 shield [mwk heavy steel])  
**Fort** +7, **Ref** +4, **Will** +5 (+7 vs. fear)  
**hp** 55 (6 HD)

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**Space** 5 ft.; **Base Atk** +6; **CMB** +9  
**Melee** +1 *bastard sword* +12/+7 (1d10+7/19-20) or  
**Melee** mwk silver dagger +10/+5 (1d4+2/19-20)  
**Ranged** mwk spear (range 20 ft.) +9 (1d8+3/x3)  
**Atk Options** Dazzling Display, Vital Strike  
**Combat Gear** *potion of cure moderate wounds*  
**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8  
**SQ** armour training (1), bravery (+2), weapon training (heavy blades +1)  
**Feats** Dazzling Display, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Shield Focus, Vital Strike, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)  
**Skills** as above plus Intimidate +8  
**Languages** Common  
**Gear** as above plus 31 gp, 14 sp

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**MERCENARY WARRIOR** CR 3 (XP 800)  
*Clad in banded mail this warrior carries a bastard sword.*

---

Male human fighter 4  
NE Medium humanoid (human)  
**Init** +6; **Senses** Perception +1, Sense Motive +1  
**Speed** 20 ft., base speed 30 ft.  
**ACP** -5; **Acrobatics** -3 (-7 jumping), **Climb** +2, **Ride** +2, **Swim** +2  
**AC** 22, touch 12, flat-footed 19; **CMD** 19; **Shield Focus** (+2 Dex, +7 armour [mwk banded mail], +3 shield [mwk heavy steel])  
**Fort** +6, **Ref** +3, **Will** +4 (+5 vs. fear)  
**hp** 38 (4 HD)

---

**Space** 5 ft.; **Base Atk** +4; **CMB** +7  
**Melee** mwk cold iron bastard sword +9 (1d10+5/19-20) or  
**Melee** mwk silver dagger +8 (1d4+2/19-20)  
**Ranged** mwk spear (range 20 ft.) +7 (1d8+3/x3)  
**Combat Gear** *potion of aid, potion of cure moderate wounds*  
**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8  
**SQ** armour training (1), bravery (+1)  
**Feats** Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Shield Focus, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)  
**Skills** as above plus Intimidate +6  
**Languages** Common  
**Gear** as above plus 12 gp, 21 sp

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## RAKES

Sons of minor nobles, bravos determined to prove their worth, or down-on-their-luck troublemakers, rakes are to be found in every town and city. Haunting bars and inns they are ever ready to use their martial skills for gain. Eager to earn the price of their next drunken revel, they are dangerous opponents.

### PROFESSIONAL DUELLIST CR 7 (XP 3,200)

*Lithe and slim, this elf carries a worn, honed rapier.*

Male elf fighter 5/rogue 2/duellist 1

NE Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +13 (trapfinding), Sense Motive +0

**Speed** 30 ft.

**ACP** 0; Acrobatics +15, Climb +11, Ride +6, Stealth +15, Swim +7

**AC** 21, touch 16, flat-footed 15; **CMD** 23; Dodge, canny defence (+5 Dex, +5 armour [+1 mithral shirt], +1 dodge)

**Immune** sleep

**Fort** +6, **Ref** +10 (evasion), **Will** +2 (+3 vs. fear); +2 vs. enchantments

**hp** 63 (8 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +9

**Melee** +1 rapier +14/+9 (1d6+6/18-20) or

**Melee** +1 rapier +12/+7 (1d6+6/18-20) and  
mwk dagger +11 (1d4+3/19-20)

**Ranged** mwk dagger (range 10 ft.) +13 (1d4+3/19-20)

**Atk Options** bleeding attack, precise strike, sneak attack +1d6

**Bleeding Attack (Ex)** When the duellist hits with a sneak attack the target also suffers 1 bleed damage. This damage does not stack with itself and occurs at the start of the target's turn. It can be stopped with a DC 15 Heal check or by the application of any effect that heals hit point damage.

**Precise Strike (Ex)** The duellist adds +1 damage when hitting a living creatures with a discernable anatomy with a rapier or dagger (but not both).

**Combat Gear** *elixir of fire breath, elixir of tumbling, potion of cure serious wounds*

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

**SQ** armour training (1), canny defence, rogue talent (bleeding attack), weapon training (light blades +1)

**Feats** Dodge, Improved Initiative, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier), Weapon Specialisation (rapier)

**Skills** as above plus Appraise +6, Perform (dance) +4

**Languages** Common, Elven, Sylvan

**Gear** as above plus *cloak of resistance +1*, fine clothing, belt pouch, 13 gp, 10 gp, 10 sp

### ENCOUNTER GROUPS

Rakes congregate in taverns and inns. They fight to impress the ladies and to earn gold to pay for the finer things in life.

**EL 6 (2,400)** Rakes (4)

**EL 7 (XP 3,200)** Rakes (4) and Veteran Rake (1)

### RAKE

CR 2 (XP 600)

*This foppish, graceful man wears fine clothes.*

Male human fighter 2/rogue 1

CN Medium humanoid (human)

**Init** +7; **Senses** Perception +5 (+6 vs. traps), Sense Motive -1

**Speed** 30 ft.

**ACP** 0; Acrobatics +9, Climb +7, Stealth +9

**AC** 18, touch 14, flat-footed 14; **CMD** 18

(+3 Dex, +3 armour [mwk studded leather], +1 shield [Two-Weapon Defence], +1 dodge); Dodge

**Fort** +4, **Ref** +5, **Will** -1 (+0 vs. fear)

**hp** 25 (3 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Melee** mwk rapier +6 (1d6+2/18-20) or

**Melee** mwk rapier +4 (1d6+2/18-20) and  
mwk dagger +3 (1d4+1/19-20) or

**Atk Options** sneak attack +1d6

**Combat Gear** *potion of cat's grace (2), potion of invisibility*

**Abilities** Str 15, Dex 16, Con 13, Int 10, Wis 8, Cha 12

**SQ** bravery (+1), trapfinding

**Feats** Dodge, Improved Initiative, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (rapier)

**Skills** as above plus Bluff +7, Disable Device +4, Knowledge (local) +4

**Languages** Common

**Gear** as above plus 9 gp, 15 sp, fine clothes

### VETERAN RAKE

CR 4 (XP 1,200)

*This swaggering man wears fine, fashionable clothes.*

Male human fighter 4/rogue 1

CN Medium humanoid (human)

**Init** +7; **Senses** Perception +6 (+7 vs. traps), Sense Motive -1

**Speed** 30 ft.

**ACP** 0; Acrobatics +11, Climb +8, Stealth +10

**AC** 19, touch 14, flat-footed 15; **CMD** 21

(+3 Dex, +4 armour [+1 studded leather], +1 shield [Two-Weapon Defence], +1 dodge); Dodge

**Fort** +5, **Ref** +6, **Will** +0 (+1 vs. fear)

**hp** 39 (5 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** mwk rapier +9 (1d6+5/18-20) or

**Melee** mwk rapier +7 (1d6+5/18-20) and  
mwk dagger +6 (1d4+3/19-20) or

**Atk Options** sneak attack +1d6

**Combat Gear** *feather token (whip), potion of cat's grace (2)*

**Abilities** Str 16, Dex 16, Con 13, Int 10, Wis 8, Cha 12

**SQ** armour training (1), bravery (+1), trapfinding

**Feats** Dodge, Double Slice, Improved Initiative, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialisation (rapier)

**Skills** as above plus Disable Device +4, Knowledge (local) +4, Sleight of Hand +9

**Languages** Common

**Gear** as above plus 10 gp, 9 gp, 15 sp, fine clothes

## SPIES

Even the greatest villain must learn of his enemies' weakness before striking. Villains without recourse to magical methods of gleaned such information must employ the services of a spy. Such individuals normally work alone and rarely put themselves in a position from which they must fight to escape. Some spies eavesdrop on privileged conversations while others seek out their target's secrets through direct action.

### ROONDAR TUREN CR 4 (XP 1,200)

*This thin gnome has a ruddy complexion and a welcoming smile.*

Male gnome bard 5

N Small humanoid (gnome)

**Init** +2; **Senses** low-light vision; Perception +10, Sense Motive +7

**Speed** 20 ft.

**ACP** 0; Acrobatics +7 (+3 jumping), Climb +1, Escape Artist +9, Stealth +13

**AC** 17, touch 14, flat-footed 14; **CMD** 13; Dodge, Mobility, +4 vs. giant type foes

(+1 size, +2 Dex, +3 armour [+1 studded leather], +1 dodge)

**Fort** +3, **Ref** +6, **Will** +4; +2 vs. illusions, +4 vs. bardic performance, sonic and language-dependant effects

**hp** 36 (5 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +0

**Melee** dagger +2 (1d4-2/19-20)

**Atk Options** +1 vs. reptilian and goblin type foes

**Special Actions** bardic performance (22 rounds/day; countersong, distraction, fascinate, inspire courage +2), lore master (1/day)

**Bard Spells Known** (CL 5th; concentration +9)

2nd (3/day)—*invisibility*, *minor image* (DC 17), *mirror image*

1st (5/day)—*disguise self*, *expeditious retreat*, *silent image* (DC 16), *ventriloquism* (DC 16)

0—*detect magic*, *ghost sound* (DC 15), *lullaby* (DC 14), *message*, *read magic*, *summon instrument*

**Spell-Like Abilities** (CL 5th; concentration +9)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

**Combat Gear** *hat of disguise*, *tanglefoot bag* (2)

**Abilities** Str 6, Dex 14, Con 14, Int 13, Wis 10, Cha 18

**SQ** bardic knowledge, gnome magic, lore master, versatile performance, weapon familiarity, well-versed

**Feats** Dodge, Extra Performance, Mobility

**Skills** as above plus Bluff +14, Craft (books) +3, Diplomacy +14, Disguise +8, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +17, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perform (string) +14, Sleight of Hand +6, Spellcraft +5

**Languages** Common, Draconic, Gnome, Sylvan

**Gear** as above plus 12 gp, fine clothes, masterwork violin

### TIEFLING SNEAK

CR 7 (XP 3,200)

*This tall woman has dusty skin and the heavy scent of perfume hangs in the air about her.*

Female tiefling rogue 3/wizard (enchanter) 5

CN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +11 (+12 vs. traps), Sense Motive +4

**Speed** 30 ft.

**ACP** 0; Acrobatics +11, Climb +3, Escape Artist +11, Stealth +20 (fast stealth), Swim +0

**AC** 14, touch 14, flat-footed 11; **CMD** 17; +1 vs. traps (+3 Dex, +1 deflection [*ring of protection* +1])

**Resist** cold 5, electricity 5, fire 5

**Fort** +3, **Ref** +7 (+8 vs. traps; evasion), **Will** +5

**hp** 42 (8 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +3

**Melee** mwk dagger +4 (1d4-1/19-20) or

**Melee Touch** *dazing touch* +3 (dazed [5 HD, 1 round])

**Ranged** dagger (range 10 ft.) +7 (1d4-1/19-20)

**Atk Options** *dazing touch* (6/day), sneak attack +2d6

**Special Actions** arcane bond (amulet)

**Wizard Spells Prepared** (CL 5th; concentration +8; barred schools: evocation, necromancy)

3rd—*deep slumber* (DC 17), heightened *charm person* (DC 17), *major image* (DC 16)

2nd—*hideous laughter* (DC 16), *invisibility*, *touch of idiocy*, *web* (DC 15)

1st—*charm person* (DC 15), *colour spray* (DC 14), *disguise self*, *expeditious retreat*, *mage armour*

0—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*, *read magic*

**Spell-Like Abilities** (CL 8th; concentration +8)

1/day—*darkness*

**Combat Gear** *potion of cure serious wounds*, *scroll of blur*, *cat's grace*, *mage armour* and *phantom steed*, *wand of scorching ray* (25 charges)

**Abilities** Str 8, Dex 17, Con 12, Int 17, Wis 10, Cha 11

**SQ** cantrips, enchanting smile, fiendish sorcery, rogue talent (fast sense), trapfinding, trap sense

**Feats** Improved Initiative, Heighten Spell<sup>B</sup>, Scribe Scroll<sup>B</sup>, Skill Focus (Bluff, Diplomacy), Spell Focus (enchantment),

**Skills** as above plus Appraise +9, Bluff +12, Diplomacy +14, Disable Device +10, Disguise +6, Intimidate +3, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (planes) +9, Sleight of Hand +7, Spellcraft +11

**Languages** Abyssal, Common, Goblin, Infernal, Undercommon

**Gear** as above plus *cloak of elvenkind*, masterwork thieves' tools, disguise kit, spell component pouch, 5 pp, 30 gp, 15 sp

**Spellbook** 3rd—*deep slumber*, *fly*, *major image*, 2nd—*cat's grace*, *eagle's splendour*, *hideous laughter*, *invisibility*, *touch of idiocy*, *web*; 1st—*charm person*, *colour spray*, *detect secret doors*, *disguise self*, *expeditious retreat*, *mage armour*, *obscuring mist*, *sleep*; 0—all

## THUGS

The staple of many villains' organisations, thugs intimidate enemies, cause havoc and generally make things very unpleasant for those angering them or their employer. Rarely devoted to a cause or imbued with great loyalty to their paymaster thugs delight in knocking heads together and rarely think far beyond their next booze-fuelled brawl. Normally encountered in towns and cities, villains occasionally import gangs of thugs to villages to impose their will. Such groups are notoriously unreliable in the face of temptation – lightly guarded treasure, stores of alcohol or groups of vulnerable, non-hideous women often deflect them from their task.

**THUG** CR 3 (XP 800)  
*This hulking half-orc wears battered but serviceable studded leather armour. Cuts and bruises cover is fists.*

Male half-orc fighter 2/rogue 2  
 CN Medium humanoid (human, orc)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps), Sense Motive +1  
**Speed** 30 ft.

**ACP** 0; Acrobatics +9, Climb +8, Stealth +9, Swim +8

**AC** 17, touch 13, flat-footed 14; **CMD** 19; Dodge (+2 Dex, +4 armour [+1 studded leather], +1 dodge)

**Fort** +5, **Ref** +5 (evasion), **Will** +1 (+2 vs. fear)

**hp** 34 (4 HD) ; orc ferocity

**Orc Ferocity (Ex)** Once per day, when the thug is brought below 0 hit points he can fight on for one more round as if disabled. At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

**Space** 5 ft.; **Base Atk** +3; **CMB** +6 (+8 grapple)

**Melee** unarmed strike +6 (1d3+3) or

**Melee** mwk dagger +7 (1d4+3/19-20)

**Atk Options** Catch Off-Guard, Improved Grapple, sneak attack +1d6

**Combat Gear** *elixir of hiding* (2), *potion of cure moderate wounds*, *potion of magic fang* (2)

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

**SQ** bravery (+1), rogue talent (combat feat), trapfinding, weapon familiarity

**Feats** Catch Off-Guard, Dodge<sup>B</sup>, Improved Grapple, Improved Initiative, Improved Unarmed Strike

**Skills** as above plus Disable Device +7, Intimidate +5, Knowledge (local) +5

**Languages** Common, Orc

**Gear** as above plus 1 gp, 7 sp

**BRAWLER** CR 5 (XP 1,600)  
*Stocky and powerfully built, this dwarf wears ragged, loose-fitting clothes.*

Male dwarf fighter 4/monk 2

LE Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +12 (+14 vs. unusual stonework), Sense Motive +3

**Speed** 20 ft.; Spring Attack

**ACP** 0; Acrobatics +12 (+8 jumping), Climb +6, Stealth +7, Swim +6

**AC** 18, touch 17, flat-footed 16; **CMD** 25 (+29 vs. bull rush and trip); Deflect Arrows, Dodge, Mobility, +4 dodge vs. giant subtype foes

(+2 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 dodge, +1 deflection [*ring of protection* +1])

**Fort** +9 (+11 against poison), **Ref** +6 (evasion), **Will** +7 (+8 vs. fear); +2 vs. spells and spell-like abilities

**hp** 54 (6 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +7 (+9 grapple)

**Melee** unarmed strike +8 (1d6+4) or

**Melee** unarmed strike +7 (1d6+4) and unarmed strike +7 (1d6+4)

**Atk Options** Improved Grapple, Spring Attack, Stunning Fist (3/day, DC 16), flurry of blows, +1 vs. orc and goblinoid subtype foes

**Combat Gear** *potion of magic fang*, *necklace of fireballs* (type I)

**Abilities** Str 15, Dex 14, Con 14, Int 10, Wis 16, Cha 6

**SQ** armour training (1), bravery (+1), stonecunning, weapon familiarity

**Feats** Deflect Arrows, Dodge<sup>B</sup>, Improved Grapple<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Mobility, Spring Attack, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike), Weapon Specialisation (unarmed strike)

**Skills** as above plus Appraise +4 (+6 vs. gems and metals)

**Languages** Common, Dwarven

**Gear** as above plus 12 gp, 15 sp

The brawler enjoys nothing more than pounding his enemies into the ground with his powerful fists. A renegade warrior from an isolated dwarven monastic society he enjoys proving his dominance over those who resort to weapons. He prefers to start fights in taprooms and other public areas where his enemies are likely unarmed and unarmoured.

### ENCOUNTER GROUPS

Thugs can be encountered in the following groups:

**EL 6 (XP 2,400):** Brawler (1) and Thug (1)

**EL 7 (3,200):** Thug (4) or Brawler (2)

**EL 8 (XP 4,800):** Brawler (1) and Thug (4) or Brawler (2) and Thug (2).

# VILLAINS

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## TERAIM ARASTEN

*As tough as the rock of the mountains that spawned him, Teraim the One-Eyed is a brutal, unstoppable killer for hire...*

A drunken savage, Teraim has been variously employed as muscle, for the purposes of extortion, or as an executioner. No job for Teraim is too big or small if the price is right. He has no qualms about killing anyone or anything – as the notches on his wicked morningstar, Widowmaker, attest.

**Background:** Some cultures believe that children cannot be born evil. Teraim Arasten surely disproves that rule. Banished by his clan at the age of 11 for the brutal and drawn-out murder of another young dwarf, Teraim became almost feral. He lived in the wild for several years and it was during this time that he lost his eye in a fight with a wolf, which almost cost him his life.

One day Teraim, barefoot and wearing little more than rags and a crude wolf-skin cloak, staggered into a village, half-starved and desperate. The blacksmith there – a kindly man named Dunstan – took pity on the emaciated young dwarf and foolishly welcomed him into his home.

For three years, Dunstan cared for Teraim and schooled him in the ways of metalwork whilst attempting to civilise the brute. It was, ultimately, to no avail. Teraim, by now a burly youth with a strength forged by the smithy, bludgeoned his benefactor to death one night in a haze of alcohol-fuelled violence leaving a grieving widow and an orphaned son in his wake. Teraim even made off with much of Dunstan's wealth and a suit of armour (which the dwarf wears to this day), consigning the smith's family to a life of poverty.

Since then Teraim has been the instrument of pain and death for many unscrupulous merchants or noblemen.

He can most often be found boozed-up on dwarf spirits in a tavern, awaiting his next purse. His signature item is his morningstar – Widowmaker – which he looted from the tomb of a long-dead priest during service with one of several mercenary companies all of which ultimately tired of the brutal and savage warrior.

**Personality:** Teraim is almost entirely devoid of emotion. He is oblivious to the cries of his victims and sees only his personal gain in their suffering or death.

The pursuit of wealth to furnish his need for splendid lodgings, the services of whores (whom he treats appallingly), and a near-endless supply of ale drives him to commit ever-worsening acts of appalling violence and cruelty.

His greatest motivation, however, remains his sole weakness. Teraim is an alcoholic who very often completes his tasks while deep under the influence of strong spirits. He now fights virtually from memory. He is slower than he should be and carrying more weight than is good for him, as a result of his excessive consumption of all kinds of alcohol.

**Mannerisms:** Teraim is unable to read or write, despite the best efforts of the elders in Dunstan's village. His illiteracy is a source of great embarrassment to the dwarf and one of the many things that can spark an explosive outbreak of violence.

Needless to say, Teraim is quick to anger and not one for conversation. He ordinarily shuns company and simply lets Widowmaker do the talking. When drunker than usual, he can sometimes be found slurring the words to an old folk song that Dunstan's wife sung to him to soothe his nightmares.

**Distinguishing Features:** The intimidating warrior wears a leather patch over his right eye and pays handsomely for his beard to be trimmed and braided in the style of his kin – something which stands out compared to his generally unkempt appearance.

Whether wearing armour or not, Teraim never lets Widowmaker leave his side.

### TERAIM ARASTEN

CR 7 (XP 3,200)

Male dwarf fighter 8

LE Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +8 (+10 vs. unusual stonework), Sense Motive +2

**Speed** 20 ft.

**ACP** -6; **Acrobatics** -5 (-9 jumping), **Climb** +2, **Swim** +2

**AC** 24, touch 11, flat-footed 23; **CMD** 22 (26 vs. bull rush and trip); +4 dodge vs. giant subtype foes

(+1 Dex, +9 armour [+1 *half-plate*], +4 shield [+1 *heavy steel*]); **Shield Focus**

**Fort** +10 (+12 vs. poison), **Ref** +6, **Will** +7 (+9 vs. fear); +2 vs. spells and spell-like abilities

**hp** 88 (8 HD)

**Space** 5 ft.; **Base Atk** +8; **CMB** +11 (+13 bull rush)

**Melee** +1 *morningstar* +14/+9 (1d8+7)

**Ranged** mwk throwing axe (range 10 ft.) +10 (1d6+3)

**Atk Options** Improved Bull Rush, Power Attack (-3 attack, +6 damage), Vital Strike, +1 vs. goblinoids and orcs

**Combat Gear** *elixir of fire breath*, *potion of cure moderate wounds*

**Abilities** Str 16, Dex 12, Con 17, Int 10, Wis 15, Cha 6

**SQ** armour training (1), bravery (+2), stonecunning, weapon familiarity, weapon training (flails +1)

**Feats** Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (Morningstar), Weapon Specialisation

**Skills** as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +6, Knowledge (engineering) +6

**Languages** Common, Dwarven

**Gear** as above plus *cloak of resistance* +1, 20 gp

## ADVENTURE SEEDS

Teraim is likely encountered in the dark corner of a tavern, well-oiled with liquor.

Often in a foul mood, it is not long before he begins to pick on one of the other patrons in the taproom or begins to make lewd and graphic suggestions to a terrified serving wench. If the PCs intervene, a brawl immediately ensues and although Teraim does not use lethal force, he takes great delight in beating anyone in his way. Rescuing the target of Teraim's attention gains the PCs a friend who could prove a useful future contact able to provide local news or other small resources (such as a place to lie low, news and rumours and so on).

Subsequent encounters with the dwarf escalate as Teraim either reminds the PCs of the beating he meted out to them or tries to reassert his dominance over his new best enemies.

Alternatively, the PCs may be hired to hunt down Teraim and bring him to justice by the orphaned son of Dunstan the smith. Now grown to manhood, the young man thirsts for revenge against the dwarf responsible for destroying his young life and breaking his (now dead) mother's heart. Ironically, his father's death warped and twisted the young man's outlook on life. Now bitter and consumed by revenge, he is little better than Teraim (although he attempts to hide this from the PCs).

Finally, one of the PCs' enemies could hire the dwarf. Along with a gang of hired thugs and hangers-on, Teraim hunts the PCs down and begins to frequent the tavern in which the PCs are staying. His presence in the taproom scares away many of the establishment's other customers. Late one night, he strikes, attempting to cut the PCs down in the taproom. If the battle goes badly, he grabs a terrified serving wench cowering under a table and threatens to kill her unless the PCs let him go. If he escapes, anger over his humiliating defeat consumes him. Several weeks later – ragingly drunk and with a much larger gang of hired thugs – he attacks again. This time, he fights to the death.

## ENCOUNTERS

Chance encounters with Teraim probably occur in a dive or other back-alley drinking establishment. He is no-doubt half drunk when the PCs arrive and in a bad mood.

The PCs could encounter Teraim (and/or his minions) in one or more of these encounter groups:

**EL 8 (XP 4,800):** Teraim Arasten and two Thugs (CR 3 each, page 10).

**EL 9 (XP 6,400):** Teraim Arasten and Grash the Destroyer (CR 7, page 6).

**EL 10 (XP 9,600):** Teraim Arasten, two Brawlers (CR 5 each, page 10) and four Thugs (CR 3 each, page 10).

**EL 11 (12,800):** Teraim Arasten, Grash the Destroyer (CR 7, page 6) and four Brawlers (CR 5 each, page 10).

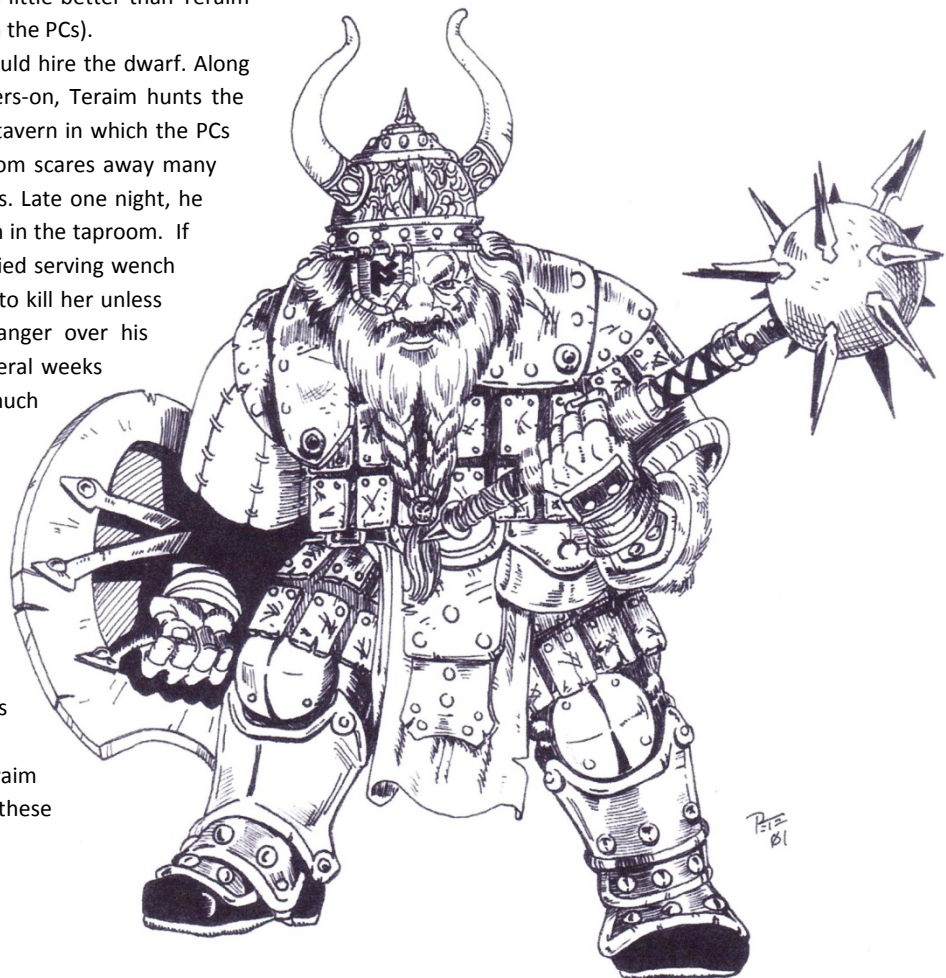
## LORE

Characters can learn more about Teraim Arasten with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 17:** This is Teraim Arasten, a famed dwarven warrior and notorious drunk known for his sudden, terrible anger.

**DC 22:** Teraim is wanted for several murders, including that of the man who adopted him after he was cast out of his dwarven home. His favoured weapon – Widowmaker – is a vicious spiked morningstar. He is never without it.

**DC 27:** Teraim wears a patch over his right eye. He lost the eye beneath in a vicious wolf attack when he was younger.



## FIRHAR LUEDUL

*Firhar is a seeker of lost knowledge, a dabbler in the dark arts and a skilled magicker now seeking to prolong his life through nefarious means...*

Even by half-elf standards, Firhar is into his twilight years and has become obsessed with death magic and prolonging his own life. Thus, he has taken his first steps towards becoming a lich.

**Background:** In his younger days, Firhar Leudal made his name as a founder member of *The Fallen Lance* adventuring party. Even then, he was preoccupied with the study of ancient texts pertaining to necromancy and was admonished on several occasions by the group's leader – the half-elf paladin Tanesha Brightstar – to stick resolutely to the path of light.

Firhar gave up the adventuring life long ago and now lives a perfectly respectable life in his mansion in the wealthy part of town. It was Tanesha Brightstar's death of old age that precipitated his spiral into darkness. The paladin's demise made Firhar, the Fallen Lance's last surviving member, acutely aware of his own mortality. Simply unable to bear the thought of the great, black unknown, Firhar gladly embraced the pursuit of eternal life – even at the cost of his own soul. If and when he

completes the transformation into a lich, Firhar intends to take all his wealth and relocate to a new home where his pursuit of arcane knowledge can continue undisturbed. To this end, he has identified a remote lighthouse a good fifty miles from his current salubrious home that will become his new lair.

A forceful, engaging and erudite speaker, Firhar's expertise and wisdom are often called upon by the town leaders (who do not know his dark secret) who find him knowledgeable but rather arrogant. Firhar has quietly gathered a coven of seven apprentices whom he has ensorcelled. In the cellar beneath his home, his minions - all low-level spellcasters (four human males and three elven females) - assist in his pursuit of eternal life through the acquisition of various evil artefacts, ritual scrolls and, of course, victims. Firhar will stop at nothing to achieve his ultimate goal and has already sacrificed several lives on the altar of his own ambition.

**Personality:** Firhar is outwardly charming, an exceedingly clever man and a generous host. However, scratch beneath the surface of his public persona and you find a morbidly self-obsessed individual. He never enquires after others, preferring instead to recall his own experiences and exploits or boast about

### FIRHAR LUEDUL

CR 9 (XP 6,400)

Male half-elf wizard (diviner) 10

NE Medium humanoid (elf, human)

**Init** +10 (forewarned); **Senses** low-light vision; Perception +5, Sense Motive +0

**Forewarned (Su)** Firhar can always act in the surprise round even if he did not spot his foes. He is still flat-footed until he takes an action.

**Speed** 30 ft.

**ACP** 0

**AC** 13, touch 12, flat-footed 11; **CMD** 16

(+1 Dex, +1 deflection [*ring of protection* +1], +1 natural [*amulet of natural armour* +1])

**Immune** scrying adept, *sleep*

**Scrying Adept (Su)** Firhar is always aware when he is observed via magic as if he had a permanent detect scrying running.

**Fort** +7, **Ref** +5, **Will** +10; +2 vs. enchantments

**hp** 57 (10 HD)

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

**Melee** dagger) +4 (1d4-1/19-20)

**Special Actions** Heighten Spell, arcane bond (amulet), diviner's fortune (7/day)

**Diviner's Fortune (Sp)** Firhar can touch a creature to give it a +5 insight bonus on all attack rolls, skill checks, ability checks and saving throws for 1 round.

**Wizard Spells Prepared** (CL 10th; concentration +14 [+18 casting defensively or grappling]; spell penetration +12; barred schools: conjuration, evocation; shared spells)

5th—*feblemind* (DC 19), *magic jar* (DC 19), *prying eyes*

4th—*bestow curse* (DC 18), *heightened charm person* (DC 18),

*confusion* (DC 18), *phantasmal killer* (DC 18), *scrying* (DC 18),

3rd—*deep slumber* (DC 17), *dispel magic*, *haste*, *heroism*, *tongues*

2nd—*blindness/deafness* (DC 16), *detect thoughts*, *false life*, *invisibility*, *resist energy*, *see invisibility*

1st—*comprehend languages*, *detect secret doors*, *expeditious retreat*, *mage armour*, *protection from law*

0—*detect magic*, *detect poison*, *mage hand*, *message*, *prestidigitation*

**Combat Gear** *pearl of power* (1st-level), *potion of cure serious wounds*, *wand of black tentacles* (5 charges), *scroll of blink*, *fly*, *invisibility*, *stoneskin* and *teleport*, *wand of lightning bolts* (10 charges)

**Abilities** Str 8, Dex 13, Con 12, Int 19, Wis 10, Cha 14

**SQ** familiar (raven [*Night Eyes*]), multit talented (sorcerer, wizard), scrying adept

**Feats** Combat Casting, Craft Wondrous Item, Great Fortitude, Heighten Spell, Improved Initiative, Iron Will, Scribe Scroll<sup>B</sup>, Skill Focus (Spellcraft)<sup>B</sup>, Spell Penetration

**Skills** as above plus Appraise +15, Knowledge (arcana) +17, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (nobility) +8, Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +20

**Languages** Abyssal, Common, Draconic, Elven, Infernal, Undercommon, empathic link

**Gear** as above plus *cloak of resistance* +1, spell component pouch

**Spellbook** as above plus as determined by the GM



his collection of art and antiques. An increasingly shallow individual, Firhar measures people by their wealth, importance, notoriety or usefulness to him and his quest.

**Mannerisms:** The wizard has the very rude and off-putting habit of staring absent-mindedly into the distance when in conversation. He is also vain and self-conscious, unable to pass a mirror without admiring his own reflection and horrified if he discovers a grey hair (because it feeds his fear of ageing and death). As a result, he surrounds himself with young and beautiful people, be they servants or guests.

**Distinguishing Features:** Handsome, bearded Firhar is always immaculately presented in exquisitely tailored clothes with his hair oiled and scented in the fashion of noblemen half his age. No matter what the occasion, his familiar – the raven Night Eyes – is never far from his side.

## ADVENTURE SEEDS

The PCs may be invited to Firhar's mansion for a party along with other notable individuals. A few days later, they learn that another guest has vanished and begin to make enquiries into her fate.

Alternatively, PCs may be hired by the wizard Goranil Lodestar from the nearby elven settlement of Evenlight. Goranil is beside himself with worry at the disappearance of his daughter, Lucretta. At the GM's discretion, Lucretta could have been kidnapped by Firhar or could actually be the newest member of his coven.

Finally, Firhar could hire the PCs to investigate the lair of a lich he believes lies nearby. Firhar's own investigations into lichdom have struck a dead-end and in desperation he has taken to looting libraries, tomes and other locations that may contain relevant information. Firhar has already tried to sack the lich's lair, but was driven back by the foul creature's magics. Not wishing to risk his own destruction again, he approaches the PCs in the guise of a local sage worried about the lich's sudden awakening (an awakening he himself precipitated). Firhar tells the PCs he fears the lich is near the culmination of some dark scheme and that he needs the foul creature's notes and research materials to reverse the process. He offers to pay the PCs handsomely and even keeps his word (if they don't work out his deception); after all, he may need expendable dupes to steal other works of interest.

## ENCOUNTERS

Firhar could be encountered almost anywhere in town. Whenever abroad he is very aware of his perceived station and does not openly move against enemies.

The PCs could encounter Firhar (and/or his minions) in one or more of these encounter groups:

**EL 11 (XP 12,800):** Firhar Luedul and two Mercenary Leaders (CR 7 each, page 7).

**EL 12 (XP 19,200):** Firhar Luedul, two Mercenary Leaders (CR 7 each, page 7) and four Elite Mercenary Warriors (CR 5 each, page 7).

**EL 13 (XP 25,600):** Firhar Luedul and six Mercenary Leaders (CR 7 each, page 7).

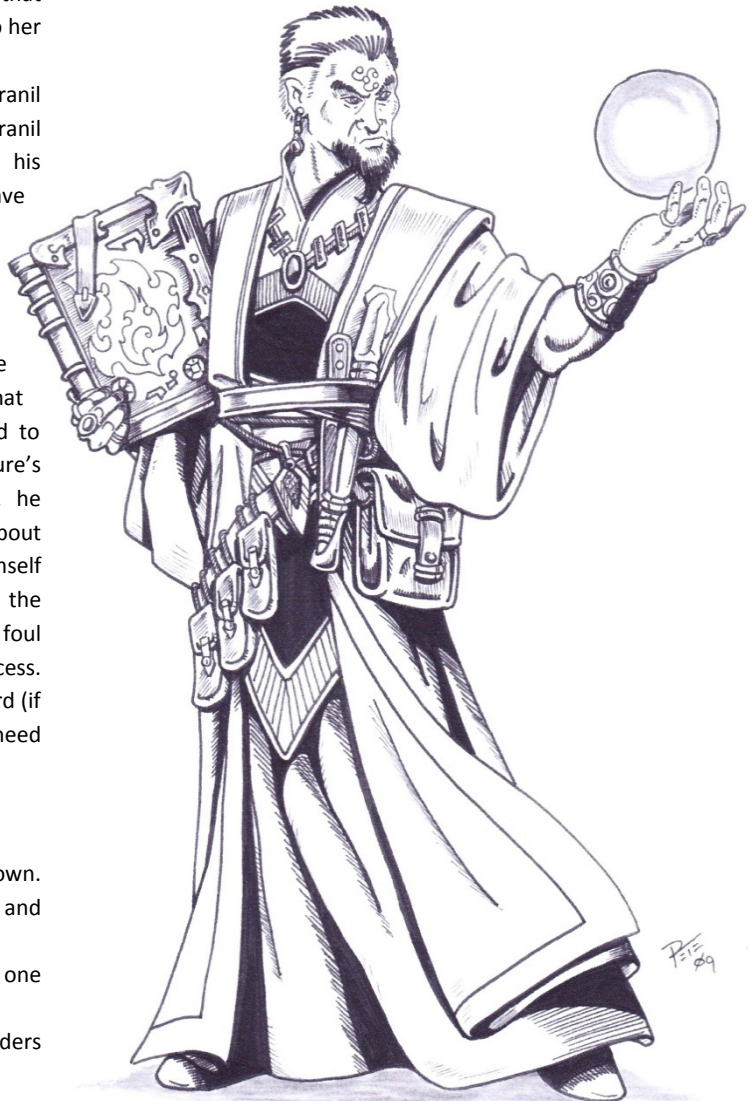
## LORE

Characters can learn more about Firhar Luedul with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 19:** This is Firhar Luedul, a powerful diviner.

**DC 24:** Firhar is much in-demand by the town's leaders who often call upon his wisdom and magical powers.

**DC 29:** Firhar craves eternal life and has begun to research the process of transforming himself into a lich. He has gathered about a small coven of lesser wizards to aid in this task.



## EILUANNA MAIASAR

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*Eiluanna is a twisted and bitter woman who (wrongly) believes she was left to die at the hands of a band of orcs by her adventuring companions...*

The warrior Eiluanna Maiasar was tortured and suffered unspeakable cruelties at the hands of the Torn Entrails orcs for almost a year until she eventually escaped. Upon reaching civilisation, she was a changed woman, filled with hatred and a burning desire for revenge. She now leads a group of murderous bandits.

**Background:** A member of the adventuring company, *Tylos' Cauldron*, Eiluanna was captured when she and her companions encountered an orc raiding party while travelling through a dense forest. Two of Eiluanna's companions were slain and the rest scattered. Separated from her friends, she was beaten to the ground, knocked unconscious and carried away. Eiluanna's time with the orcs purged her of all goodness and mercy. Gone was the idealistic young fighter who set forth to conquer evil and, in her place, stands a grim and hopelessly malign woman who values only strength of arms and seeks naught but personal riches and the joy of slaughter.

Eiluanna gathered a group of vile mercenaries, travelled back to the orcs' nest and slew them all – young and old alike - in a night of bloody savagery. Collecting the spoils of her victory, Eiluanna saw the potential for great wealth with her new allies.

Her band of brigands now operates from the old orc encampment, which is well off the beaten track. Her seven most trusted minions comprise five human warriors, the elven sorcerer Cuthalion Telrunya and a hulking half-orc fighter called Kriuk the Skull-Stalker, whose life Eiluanna spared during the raid on his home.

For three years now, Eiluanna's band has preyed upon travellers using the highway skirting the forest and anyone foolish enough to leave the trail. Several attempts to capture or kill the bandits have failed – with one troop of cavalry going missing and two troops of foot soldiers being led a merry dance in the trackless forest. Eiluanna is a superb combatant, lithe but powerful, and her minions – even Kriuk - are in awe of her battle prowess. She is a master with any edged weapon and, while showing no mercy to her enemies, does not allow her band to torture or mistreat captives, preferring instead to end their lives quickly by slitting their throats.

**Personality:** Eiluanna considers herself to have been forged into an unbreakable warrior by her captivity and has vowed that she will never again take orders from anyone. These days she is driven by personal gain and her growing reputation as someone who operates outside the law of the land. She particularly covets intricate items of gold and silver jewellery.

**Mannerisms:** Having suffered the depraved attentions of her orc captors, Eiluanna does not like to be touched by anyone. Even brushing against her provokes fury.

She can often be found sitting alone with a faraway look in her eyes, combing her long, lustrous black hair. Eiluanna sleeps fitfully, always with a dagger close at hand, and suffers nightmares that usually wake the entire camp.

**Distinguishing Features:** Eiluanna is an imposing, but lithe individual standing a full two inches over six feet. Her signature item is the vicious, enchanted battleaxe *Severrak* which she wrested from the dead orc chieftain who had subjected her to months of cruelty and humiliation. Using this gruesome weapon gives her (an albeit temporary) feeling of control and a measure of satisfaction.

She has several scars – inflicted by knives, whips and other devices of torture – on her back, which she keeps hidden. Her voice is strikingly light and melodious, strikingly in contrast to her dark mien.

### EILUANNA MAIASAR

CR 9 (XP 6,400)

Female elf fighter 10

CE Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +2, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.

**ACP** -3; Acrobatics +8 (+4 jumping), Climb +3, Ride +9, Swim +3

**AC** 23, touch 14, flat-footed 19; **CMD** 27; Dodge

(+3 Dex, +9 armour [+2 *banded mail*], +1 dodge)

**Immune** sleep

**Fort** +8, **Ref** +9, **Will** +5; +2 vs. enchantments

**hp** 89 (10 HD)

**Space** 5 ft.; **Base Atk** +10; **CMB** +12

**Melee** +1 battleaxe +17/+12 (1d8+8/19-20 x3) or

**Melee** +1 glaive (reach 10 ft.) +14/+9 (1d10+5/x3)

**Ranged** mwk composite longbow (range 110 ft.) +15/+10 (1d8+2/x3)

**Atk Options** Power Attack (-3 attack, +6 damage [+9 with battleaxe or glaive]), Vital Strike

**Combat Gear** 20 arrows, *potion of aid*, *potion of cure serious wounds*

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

**SQ** armour training (2), bravery (+3), weapon familiarity, weapon training (axes +2, polearms +1)

**Feats** Dodge, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (battleaxe), Weapon Specialisation (battleaxe)

**Skills** as above plus Intimidate +5

**Languages** Common, Elven

**Gear** as above plus *boots of elvenkind*, 15 gp, 3 golden rings (worth 200 gp each), pair of silver and gold earrings (worth 500 gp)

## ADVENTURE SEEDS

The local authorities recently grew tired of Eiluanna's depredations and despatched a large company of soldiers to seek and destroy the bandits. Many of the soldiers did not return and those that did spoke of an implacable enemy able to strike and retreat at will. In desperation, the local lord turns to the PCs and asks them to eradicate this threat.

Eiluanna's bandits attack a merchant caravan the PCs are either travelling with or guarding and they must fight off her attack. Tracking the retreating bandits through the forest, the PCs eventually discover Eiluanna's lair. Eiluanna has many captives in her lair, having recently turned her hand to kidnapping. One of the captives is a friend of the PCs, or at the least a friend of someone who has hired the PCs to effect a rescue while he stalls over the price of freedom. The PCs must infiltrate the old orc lair and rescue the captive before Eiluanna grows tired of the negotiations over price and simply slits the captive's throat.

Alternatively, the sorcerer Tylos Cinbar (leader of the remnants of Tylos' Cauldron) recruits the PCs. Tortured by feelings of guilt over Eiluanna's ordeal he asks them to hunt down his erstwhile companion. Tylos doesn't want her dead, rather he asks the PCs to capture her so that he may try to mend the trauma to her psyche. However, he knows that this may not be possible. If they slay her, he asks that they return her body so that he might bury her properly. He cares nothing for her minions.

## ENCOUNTERS

Normally encountered in the woodland wilderness, Eiluanna rarely enters towns or cities unless she has specific business within.

Along with the named minions mentioned above, the PCs could also encounter Eiluanna (and/or her minions) in one or more of these groups:

**EL 9 (6,400):** One Mercenary Leader (CR 7, page 7), one Elite Mercenary Warrior (CR 5, page 7), and two Mercenary Warriors (CR 3 each, page 7).

**EL 10 (9,600):** Eiluanna Maiasar and Kriuk the Skull-Stalker (use Grash the Destroyer's details; CR 7, page 6).

**EL 11 (XP 12,800):** Eiluanna Maiasar, Kriuk the Skull-Stalker (use Grash the Destroyer's details; CR 7, page 6) and one Mercenary Leader (CR 7, page 7).

**EL 12 (XP 19,200):** Eiluanna Maiasar, Kriuk the Skull-Stalker (use Grash the Destroyer's details; CR 7, page 6), one Mercenary Leader (CR 7, page 7) and four Elite Mercenary Warriors (CR 5 each, page 7).

## LORE

Characters can learn more about Eiluanna Maiasar with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 19:** This is Eiluanna Maiasar, a deadly and black-hearted elven warrior. She is famed for her skill with a battleaxe.

**DC 24:** Eiluanna carries the enchanted battleaxe Sevrarak, which she wrested from an orc chieftain who tortured her for months.

**DC 29:** Eiluanna was once part of the adventuring party, Tylos' Cauldron, but a disastrous adventure left two of her companions dead and her in the clutches of an orc chieftain. His unspeakable tortures broke her mind and she fell into evil.



## MYGHAL NANKERIS

*Once a force for good, the monk Myghal Nankeris is now utterly insane and lives only for battle...*

Myghal's descent into madness began when he returned to his monastery to discover that his spiritual home had been destroyed by bandits and all his brethren slain. Having spent years tracking down and punishing those responsible, he quickly lost his focus and, over time, his mind.

**Background:** Myghal was the son of a peasant farmer who left the back-breaking drudgery of his family life at the age of 12 to devote himself to the mysterious, secluded existence of a monk of the Way of Sorrows, a religious order devoted to protecting the weak against evil. Monks of the order take vows of poverty and chastity and spend a decade undergoing rigorous physical training to prepare them for all manner of dangers outside the walls of the monastery. Once their training is complete, they are sent out into the world with the sole aim of tackling evil wherever they may find it and dispensing justice. Myghal was taken under the wing of Brother Solace, a battle-scarred veteran of the order in his eighties. He proved to be the best acolyte the ageing monk ever knew – with remarkable fortitude and incredible physical prowess. At the age of 22, Myghal left the monastery and travelled far and wide, aiding the helpless for almost two years. One day, however, he had cause to deliver a letter to his brothers and what he discovered upon his return changed the young monk forever.

The monastery was a blackened ruin. His brethren had all been slain; none survived to speak of the monastery's doom. Weeping and shocked to his very core, scrabbling amid the ruins and the charred corpses, Myghal became unhinged. Speaking to townsfolk he discovered that the Black Blade Gang (a vicious, thirty-strong gang of thieves) had looted and torched his monastery under cover of darkness six months earlier. Although the bandits had since gone their separate ways, Myghal pursued them with a dogged determination borne of grief and madness. First seeking out their leader, he tracked down each and every killer and challenged them to single combat – slaying them all.

**Personality:** The fallen monk is only at peace in the midst of combat and so seeks perfection of mind and body for what he terms "the ultimate kill." Myghal actively seeks out the toughest possible opponents – be they warriors or spellcasters – and challenges them to single combat to test himself and the order's teachings. He spends his days running, climbing, lifting weights and pushing his body to its absolute limits. His evenings are spent in quiet contemplation and meditation as he seeks "the silent conscience" – a warrior's state of mind where fear and remorse are absent.

Myghal rarely speaks except when issuing orders to his followers. Gone are the days when he would stop to help

ordinary folk with whatever troubled them. His mind is closed to emotion; his goal is become the best warrior he can be.

Eschewing most material things, Myghal's prized possession is a rune-carved staff, which once belonged to his mentor Brother Solace.

**Mannerisms:** Observers notice that Myghal has an unsettling habit of suddenly breaking into laughter for no apparent reason before his face returns to its normal, expressionless state; an obvious indication of his deeply disturbed mental state.

**Distinguishing Features:** Now approaching his mid-thirties (and looking much older), Myghal doesn't care at all about his appearance but one should read nothing into his dishevelled appearance. Dressed in simple, worn vestments the bare-foot monk is a peerless combatant and his lean, wolf-like physique and far-away stare are the real clues to his deadly motivations. He wears the signature lengthy, unkempt beard of the monks of the Way of Sorrows.

### MYGHAL NANKERIS

CR 9 (XP 6,400)

Male human monk 10

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +15, Sense Motive +2

**Speed** 60 ft., Spring Attack

**ACP** 0; **Acrobatics** +15 (+37 jumping), **Climb** +12, **Stealth** +15, **Swim** +12

**AC** 21, **touch** 21, **flat-footed** 19; **CMD** 24; **Deflect Arrows**, **Dodge**, **Mobility**

(+2 **Dex**, +4 **class**, +2 **armour** [*bracers of armour* +2], +1 **deflection** [*ring of protection* +1], +1 **dodge**, +1 **natural** [*amulet of natural armour* +1])

**Immune** diseases

**Fort** +8, **Ref** +9 (evasion, improved evasion, slow fall [50 ft.]), **Will** +9; +2 vs. enchantments

**hp** 78 (10 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +14 (+16 disarm or grapple)

**Melee** +1 *unarmed strike* +13/+8 (1d10+5/19-20) or

**Melee** +1 *unarmed strike* +14/+14/+9/+9 (1d10+5/19-20)

**Atk Options** Improved Disarm, Improved Grapple, Spring Attack, Stunning Fist (DC 17, 12/day), Vital Strike, flurry of blows, ki pool (7 points; magic, lawful)

**Special Actions** wholeness of body (10 points)

**Combat Gear** *potion of cure moderate wounds*

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

**SQ** fast movement, high jump, manoeuvre training, slow fall (50 ft.), still mind

**Feats** Deflect Arrows<sup>B</sup>, Dodge<sup>B</sup>, Improved Critical (unarmed strike)<sup>B</sup>, Improved Disarm<sup>B</sup>, Improved Grapple, Improved Unarmed Strike<sup>B</sup>, Mobility, Spring Attack, Stunning Fist<sup>B</sup>, Toughness, Vital Strike, Weapon Focus (unarmed strike)

**Skills** as above plus Intimidate +7, Knowledge (religion) +8

**Languages** Common

**Gear** as above plus *amulet of mighty fists* +1

## ADVENTURE SEEDS

Much to his indifference, a small cadre of acolytes, eager to learn from this lethal combatant, now follow the renegade monk. They dwell in a cave complex five miles from the nearest village or town where they hone their deadly skills in endless mock battles. Occasionally, one or more of the acolytes travel to the nearby town to cause trouble, show off their skills or extort money, food and wine from the townsfolk. If the PCs defeat the acolytes and Myghal hears of their accomplishments, he seeks them out to test his mettle against them.

The PCs could also randomly encounter Myghal (or his minions) on the road where a fight to the death inevitably ensues – irrespective of how the PCs react.

Alternatively, the nobleman Braemar D'evillis could hire the party to track down the renegade monk to avenge his killing of Sir Androl – Braemar's only son. Myghal's "sin" was to kill Sir Androl in single combat for no other reason than to prove his superiority over a warrior hiding behind heavy armour. Even worse, Sir Androl fell in full sight of common townsfolk and Braemar demands that this dishonour be erased.

Finally, and unbeknownst to Myghal, another monk could have survived the monastery's fall. Travelling in a similar fashion to Myghal, the monk returns after the deaths of his brethren. Instead of descending into evil and madness like Myghal, however, the monk dedicates his life to rebuilding the order. Eventually he hears tales of Myghal and vows to defeat the one who brings so much shame on his nascent order. Sadly, it is a long journey to Myghal's new home and thus the monk asks the PCs to accompany him, both for company on the road and to deal with Myghal's pupils.

## ENCOUNTERS

Every battle Myghal fights is in search of the perfect kill. If encountered alone, he challenges the most warrior-like of the PCs to single combat.

The PCs could encounter Myghal (and/or his minions) in one or more of these encounter groups:

**EL 9 (XP 6,400):** Myghal Nanmeris.

**EL 10 (XP 9,600):** Myghal Nankeris, one Brawler (CR 5, page 10) and two Thugs (CR 3 each, page 10).

**EL 11 (XP 12,800):** Myghal Nankeris, two Brawlers (CR 5 each, page 10) and four Thugs (CR 3 each, page 10).

## LORE

Characters can learn more about Myghal Nankeris with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 19:** This is Myghal Nankeris, a famed open-haned fighter.

**DC 24:** Once an adherent of the Way of Sorrows, Myghal turned to darkness after his monastic fellows were slain by

bandits. His resultant quest for vengeance brought out the worst in the monk.

**DC 29:** In search of the perfect kill, Myghal waylays travellers for no other reason but to test himself against them.

Additionally, the PCs can learn about the Way of Sorrows with a Knowledge (religion) check:

**DC 15:** The Way of Sorrow was a religious order devoted to protecting the weak against evil. The order was famed for teaching its adherents bare-handed fighting styles.

**DC 20:** The order is now all but extinct; its monastery destroyed by marauding bandits.



## DIGORY ODGERS

*Once an accomplished cut-purse and burglar, Digory is an odious bully who runs a gang of street urchins, thieves and prostitutes.*

Digory's taste for the finer things in life means he no longer demeans himself by scaling walls or slipping through the shadows. Instead, he leaves the hard work to his lackeys, dubbed "The Diggers", who live in fear of this handsome, callous brute.

**Background:** Digory Odgers came from the gutter and some say this rascal never left it. The son of a drunken prostitute, Digory never knew his father and was left to fend for himself on the streets from a very early age. At just eight-years-old, his mother was murdered in an alleyway and it was young Digory who found her. With a remarkable absence of emotion, the little boy took the coins secreted in his dead mother's boot and left the body to the crows.

Hiding in a dockside warehouse the smart and intimidating youngster gathered about him a small group of urchins, most of whom were older than him, and they set about carving for themselves an empire based on petty crime and the kind of espionage that can only be done by children.

In the absence of any real organised crime in the town, Digory and his gang prospered. Aided by his chief lieutenant Jarek, Digory made sure his guild established itself as top dogs with a finger in every illegal pie.

In the early days, Digory himself was no slouch and led by example, becoming a skilled break-in merchant and a master combatant with the knife. "The Diggers" – as his gang became known – monopolised prostitution, forgery, extortion and burglary. Nowadays, after dark, they own the streets. The gangmaster (as he still styles himself) doesn't often get his hands dirty anymore; instead he masterminds operations from his hidden base in a reputedly haunted mansion.

Digory's personal wealth, accumulated over two decades, is quite staggering but his greed is boundless. In recent months, he has even begun to bribe important local folk (including magistrates and noblemen) in order to expand his power and influence within the town.

His signature items are a pair of eldritch daggers to which he often applies poison.

**Personality:** Money is what drives Digory Odgers, pure and simple. His increasing wealth means he now has a penchant for finely-tailored clothes, the best wines and (strangely) antique furniture and ornaments. Contrasting these civilised traits, however, is his cruel and twisted personality. Digory is an unremitting bully without scruples who cares nothing for his underlings.

He reserves particular distaste (and beatings) for the whores within his employ as a reflection of his disdain for his own mother.

**Mannerisms:** Digory is outwardly charming if forthright. However, his lackeys are under no illusion that the gangmaster would knife each and every one of them as soon as look at them. He has developed an unnerving habit of singing mournful ballads while toying with the knives of which he is so fond – just before he uses them on some poor, unfortunate wretch.

**Distinguishing Features:** A lithe and handsome man in his early thirties, Digory cuts a dashing figure. His jet black hair and piercing green eyes turn ladies' heads when he occasionally ventures out.

Although always immaculately presented, Digory is too wary to ever be without his enchanted studded leather armour and blades.

### DIGORY ODGERS

CR 7 (XP 3,200)

Male human rogue 5/fighter 3

CE Medium humanoid (human)

**Init** +8; **Senses** Perception +12 (+14 vs. traps), Sense Motive +1

**Speed** 30 ft.

**ACP** 0; **Acrobatics** +13, **Climb** +8, **Escape Artist** +10, **Stealth** +13

**AC** 21, touch 16, flat-footed 21; **CMD** 24; **Dodge**, **Mobility**, +1 vs. traps, uncanny dodge

(+4 Dex, +4 armour [+1 *studded leather*], +1 shield [Two-Weapon Defence], +1 deflection [*ring of protection* +1], +1 dodge)

**Fort** +5, **Ref** +9 (evasion, +10 vs. traps), **Will** +1 (+2 vs. fear)

**hp** 55 (8 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +10

**Melee** +1 *dagger* +12/+7 (1d4+3/19-20) or

**Melee** +1 *dagger* +12/+7 (1d4+3/19-20) and

mwk *dagger* +12/+7 (1d4+2/19-20)

**Ranged** mwk *dagger* (range 10 ft.) +12/+7 (1d4+2/19-20)

**Atk Options** sneak attack +3d6

**Combat Gear** *potion of protection from evil*, *potion of cure serious wounds*, *potion of fly*

**Abilities** Str 15, Dex 18, Con 12, Int 13, Wis 8, Cha 10

**SQ** armour training (1), bravery, rogue talent (combat trick, weapon training), trapfinding, trap sense

**Feats** Agile Manoeuvres, Alertness, Dodge, Improved Initiative, Mobility, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Weapon Finesse, Weapon Focus (dagger)<sup>B</sup>

**Skills** as above plus Disable Device +17, Intimidate +9, Knowledge (local) +10, Perform (sing) +5, Sleight of Hand +13

**Languages** Common, Halfling

**Gear** as above plus fine clothing, belt pouch, 10 gp, 10 sp

## ADVENTURE SEEDS

Digory's most trusted minions are all human and comprise five (now grown) urchins (NE male human rogue 4/fighter 2), two tavern prostitutes (NE female human rogue 6) and his enforcer, the cold-hearted killer Jarek the Stalker (NE male human rogue 3/fighter 4).

Digory oversees operations from his base in an abandoned mansion on the outskirts of town. Reputed to be haunted, the chained gates of the old house are avoided by locals, giving Digory the perfect hideaway. The PCs may encounter Digory if one of the last few remaining uncorrupted town council members contacts them with a desperate plea to rid the town of The Diggers before their gangmaster controls every facet of government.

Low-level adventurers investigating the mansion are probably doomed. Digory and his minions could easily overcome such foes. However, instead of killing the intruders, Digory instead sells them to a morally-flexible merchant of his acquaintance specialising in slavery and kidnap. Once the PCs finally escape their new life, they have a powerful enemy to revenge themselves against. (This hunt for revenge could spell the beginning of a campaign-long plot arc).

Alternatively, a PC (or one of their acquaintances) could be robbed blind (or worse) by one of Digory's lackeys – leading to a hunt through the town's dark and dangerous alleys.

Finally, the PCs could be contacted by a desperate townsman. A close relative has fallen into Digory's clutches and is being forced to work at a local brothel. The local authorities are powerless (or too corrupt) to do anything and thus the man throws himself on the PCs' mercy. If the PCs rescue the unfortunate relative and disrupt the brothel operation, they make a powerful enemy in Digory Odgers.

## ENCOUNTERS

Digory's minions are always encountered in town – their interests start and stop at the town gate. He tolerates no challenge to his rule, mercilessly crushing opponents under waves of hired thugs and other desperate brethren of the street.

The PCs could encounter Digory (and/or his minions) in one or more of these encounter groups:

**EL 6 (XP 2,400):** Shamil the Poisoner (CR 6, page 6).

**EL 7 (XP 3,200):** One Brawler (CR 5, page 10) and two Thugs (CR 3 each, page 10).

**EL 8 (XP 4,800):** Digory Odgers and two Thugs (CR 3 each, page 10).

**EL 10 (XP 9,600):** Digory Odgers, Grash the Destroyer (CR 7, page 6) and four Thugs (CR 3 each, page 10).

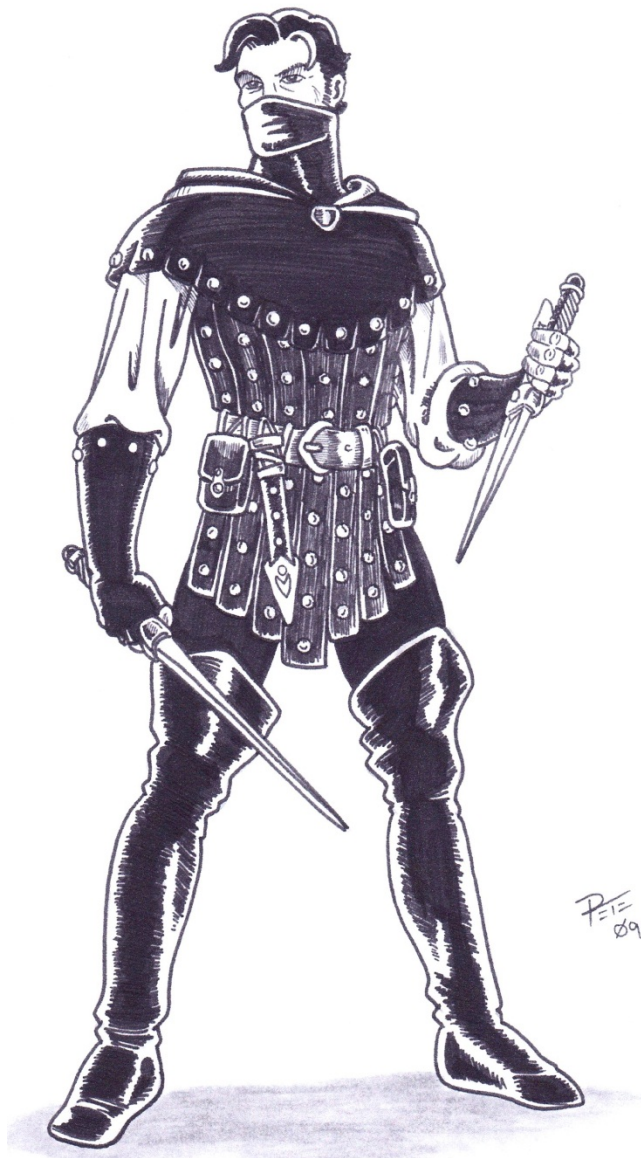
## LORE

Characters can learn more about Digory Odgers with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 17:** This is Digory Odgers. Son of a prostitute and an unknown father, he has risen to control an entire guild, The Diggers. The Diggers control much of the larcenous activity of the town and are not to be crossed lightly.

**DC 22:** Outwardly charming, Digory is ruthless and would knife his own mother (if she lived) if she crossed him. His greed is boundless.

**DC 27:** He dwells in an abandoned mansion, reputed to be haunted, on the outskirts of town. No one goes anywhere near the mansion for fear of the building's unquiet spirits.



## PERRAN GONGYE

Otherwise known as “The Reaping Cat” – Perran Gongye is the stuff of nightmares - an implacable, unstoppable assassin.

Feared across many lands, Perran is the consummate killer-for-hire. No-one knows his real name but people say that a mark is as good as dead when “The Reaping Cat” picks up the contract.

**Background:** Now in his early forties, Perran Gongye was once a travelling performer cast out by his employers when they caught him stealing. Since then, he has put his supreme acrobatics expertise to good use by first burgling the wealthy and then turning his hand to the more rewarding work of assassination.

Understanding the value of reputation, Perran first hired several travelling bards to spread the legend of “The Reaping Cat” – a remorseless killer said to be the right hand of a sinister, nameless power. Perran is nothing if not a showman and always leaves his calling card, the skull of a cat, next to his victim’s corpse. Legends of his ability to fly, turn invisible, pass through walls and manipulate shadows grow with each passing year. In reality, Perran is a supremely fit and tactically brilliant assassin. His seemingly supernatural ability to be in several places at once is due to his five apprentices (all human males). Chosen for their similar height and build to the masked man himself their occasional deaths have also given rise to the myth that even death does not stop Perran completing a contract. None of his apprentices know his real name and all know better than to ask.

### PERRAN GONGYE CR 11 (XP 12,800)

Male human rogue 6/assassin 6

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +21 (+24 vs. traps), Sense Motive +1

**Speed** 30 ft., rogue crawl

**Rogue Crawl (Ex)** Perran can crawl 15 ft. as a move action and can take a 5-foot step while crawling.

**ACP** 0; **Acrobatics** +30, **Climb** +15, **Escape Artist** +19, **Stealth** +19 (fast stealth)

**AC** 21, **touch** 15, **flat-footed** 17; **CMD** 23; +2 vs. traps, improved uncanny dodge, uncanny dodge

(+4 Dex, +5 armour [+1 *glamered mithral shirt*], +1 shield

[Two-Weapon Defence], +1 deflection [*ring of protection +1*])

**Fort** +6 (+9 vs. poison), **Ref** +12 (+14 vs. traps, evasion), **Will** +5  
**hp** 87 (12 HD)

**Space** 5 ft.; **Base Atk** +8; **CMB** +8

**Melee** +1 rapier +14/+9 (1d6+1/18-20) or

**Melee** +1 rapier +14/+9 (1d6+1/18-20) and  
+1 rapier +12 (1d6+1/18-20)

**Ranged** dagger (range 10 ft.) +12 (1d4/19-20)

**Atk Options** Vital Strike, death attack (quiet death, true death), poison use, sneak attack +6d6, surprise attack

**Death Attack (Ex and Su)** If Perran studies his victim for 3 rounds and then makes a successful sneak attack he can kill or paralyze (for 1d6 + 6 rounds) his target (DC 18 Fortitude

In addition to his mastery of blades, Perran is an accomplished alchemist and herbalist, which enables him to create everything from deadly poisons to healing salves and useful tools of the trade such as smokesticks and flash powder.

Hiring The Reaping Cat is a long, laborious process as Perran is meticulously careful when arranging contracts. He sees maintaining his anonymity and further enhancing the reputation of his alter-ego as crucial. Perran and his followers lair in the ruins of an old vineyard. They live within the cellars of the abandoned mansion house and leave and enter only under cover of darkness. The Reaping Cat’s signature items are his twin, magical rapiers.

**Personality:** Perran is an unusual, cheerless individual driven by his own ego and the pursuit of wealth and notoriety. He takes no great pleasure in killing, but sees it as a necessary means to an end. He is strangely honourable with his apprentices, whom he trusts with everything but his real name. Perran takes half of all profits from a job; his underlings each receive one-tenth of the profits.

**Mannerisms:** Perran has long admired cats and has owned them since he was a child. He appreciates their free-spirited nature and considers them the perfect, agile hunter-killers. He dotes on the thirty or so felines of every size, shape and colour who roam his hide-out and sleep on his four-poster bed. Anyone who is cruel to a cat invokes Perran’s fearful wrath.

negates). A character slain by this attack is difficult to return to life. A spellcaster attempting *raise dead* or similar spell must make a DC 21 caster level check to succeed. Casting *remove curse* (DC 16) before attempting to bring the creature back to life negates this chance. If Perran uses death attack to kill his victim in the surprise round, he can make an opposed Stealth check to prevent those in the vicinity identifying him as the assassin.

**Poison Use (Ex)** Perran cannot accidentally poison himself.

**Surprise Attack (Ex)** Opponents are considered flat-footed against Perran’s attacks during a surprise round even if they have already acted.

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 10, Dex 19, Con 14, Int 14, Wis 12, Cha 8

**SQ** hidden weapon, rogue talent (fast stealth, rogue crawl, surprise attack), trapfinding, trap sense

**Feats** Improved Initiative<sup>B</sup>, Skill Focus (Acrobatics), Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

**Skills** as above plus Bluff +12, Disable Device +22, Disguise +4, Profession (alchemist) +16, Sleight of Hand +19 (+25 hiding weapons)

**Languages** Abyssal, Common, Infernal

**Gear** as above plus *boots of elvenkind*, *eyes of the eagle*, 10 pp, 21 gp, 15 sp



**Distinguishing Features:** Perran is a puissant athlete who well knows the value of fitness. There isn't an ounce of fat on his frame. He wears custom-made, black-dyed leather armour and neither he nor his apprentices appear in public without a disguise or mask obscuring their features.

Perran has a sun tattoo behind his left shoulder which may one day prove his undoing. It is a unique tattoo and, for some inexplicable reason, Perran can't bring himself to have this reminder of his former life magically removed.

## ADVENTURE SEEDS

The PCs may encounter Perran (or one of his apprentices) if one or more of them is unfortunate enough to be marked for death. Perran stops at nothing once a contract has been agreed upon as to him reputation is everything. His attacks grow progressively more elaborate, involving clever diversions and the deaths of many innocents. If the PCs prove particularly troublesome, he may even set up one of his apprentices so that the PCs believe they have eradicated the threat. A few days after the fake Perran's death, he strikes again.

Alternatively, a merchant may discover that he or she has a price on their head and hire the PCs as a last-ditch attempt to protect himself from this relentless killer. The prosperous merchant barricades himself into his palatial mansion and demands the PCs protect him, offering them much wealth (and possibly even trade concessions). The merchant remains reticent on why Perran is targeting him, but investigations reveal that the merchant is actually a slave trader and that a relative of one of his wares is seeking revenge.

If the PCs fail to protect the merchant they can still try to revenge themselves upon his killer. Alternatively, they may choose to investigate the merchant's business which could lead them to other villains (particularly Digory Odgers [page 20] who would be an excellent source for merchandise).

## ENCOUNTERS

Perran normally operates alone, but often tests a mark's defences with waves of hired muscle (whose success or failure he covertly observes).

The PCs could encounter Perran (and/or his minions) in one or more of these encounter groups:

**EL 8 (XP 4,800):** Two Veteran Rakes (CR 4 each, page 8) and four Rakes (CR 2 each, page 8).

**EL 10 (XP 9,600):** Professional Duellist (CR 7, page 8), Tiefling Sneak (CR 7, page 9), two Veteran Rakes (CR 4 each, page 8) and one Thug (CR 3, page 10).

**EL 11 (XP 12,800):** Perran Gongye.

## LORE

Characters can learn more about Perran Gongye with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 21:** This is Perran Gongye – killer-for-hire and one-time acrobat. Known as the "The Reaping Cat" for his trade mark cat skulls left at every one of his kills, he is a very dangerous opponent. The street folk whisper that not even death can stop this implacable assassin.

**DC 26:** Perran is an accomplished alchemist and herbalist. He often uses rare and deadly poison against his marks.

**DC 31:** Perran has a sun tattoo on his left shoulder blade.



## CORNES SOLETHAR

*Power is what Cornes Solethar has always craved and this was what the demon Arachne promised him in return for his soul.*

This corrupt magicker has converted a ruined chapel into a shrine dedicated to his demonic patron and revived an ancient evil to aid him in the service of his dark mistress.

**Background:** Disillusioned by an adventurer's life and dismissive of his companions, this greedy sorcerer took what little wealth he had gained and artefacts he had acquired and settled down to a life of earnest study.

The discovery of certain blasphemous tomes led him to discover the worship of the demoness Arachne. His initial interest soon turned into an unhealthy obsession. Desperate for power, he begged Arachne to let him enter her service.

Once the pact was struck and Cornes entered her service, Arachne led him to a crumbling, windswept chapel overlooking jagged cliffs. Beneath this fallen holy place, the sorcerer discovered a tomb containing a very old and powerful servant of the monstrous spider demoness. The vampire Oleander had been sleeping for centuries until the blood of sacrificial victims brought to him by Cornes reawakened the undead fiend. Now the sorcerer and his vampiric ally have rebuilt and fortified the chapel and set about carefully binding the locals to their will. In addition to being able to call upon his undead servant, Cornes has charmed several farmers and fishermen who are now his eyes and ears in the area – ensuring that no-one gets near his lair without his knowledge.

### CORNES SOLETHAR CR 11 (XP 12,800)

Male half-elf sorcerer (infernal) 12  
NE Medium humanoid (elf, human)  
**Init** +6; **Senses** low-light vision; Perception +3, Sense Motive +1  
**Speed** 30 ft.  
**ACP** 0

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**AC** 19, touch 14, flat-footed 17; **CMD** 20  
(+2 Dex, +4 armour [extended *mage armour*], +2 deflection [ring of protection +2], +1 natural [amulet of natural armour +1])  
**Immune** sleep; **Resist** fire 10  
**Fort** +7 (+11 vs. poison), **Ref** +8, **Will** +13; +2 vs. enchantments  
**hp** 44 (60 with extended *false life*) (12 HD)

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**Space** 5 ft.; **Base Atk** +6; **CMB** +6  
**Melee** mwk dagger +7 (1d4/19-20) or  
**Melee Touch** *corrupting touch* +6 (shaken [5 rounds])  
**Atk Options** *corrupting touch* (8/day)  
**Special Actions** hellfire (1/day)  
**Hellfire (Su)** Cornes can call down a column of hellfire (as a 10-foot-radius burst) that deals 11d6 fire damage (DC 21 Reflex halves).  
**Sorcerer Spells Known** (CL 12th; concentration +17 [+21 casting defensively or grappling]; Extend Spell, Heighten Spell)

Oleander chooses his victims carefully, usually passing travellers, to avoid suspicion but is now considering siring a female companion to take to the catacombs beneath the church where he lairs. Meanwhile, Cornes is slowly building an extensive library of powerful spells and rituals with which to further the ambitions of Arachne. In time, the sorcerer intends to attract more capable followers, like warriors and apprentice sorcerers to help his fledgling church expand its sphere of influence.

**Personality:** Cornes is a deranged but supremely intelligent practitioner of the dark arts, motivated by his own thirst for knowledge and arcane power and an unswerving loyalty to his demonic mistress. Simply being in his presence is an unnerving experience. He is a thoroughly black-hearted individual whose eyes seem to pierce the soul of anyone he meets. Prone to sudden, violent rages, he is a dangerous opponent whom even Oleander fears.

Cornes is not mad, but there is a fine line between genius and insanity and the half-elf walks it daily.

**Mannerisms:** The half-elf has a sickly constitution which means he is plagued by a hacking cough that he can never shake. He often wanders the grounds of the chapel talking to himself and becoming quite agitated by the conversation. His frustration at the slow progress of his schemes often manifests itself in fits of petulance during which he throws and kicks inanimate objects. The only affection he ever shows is reserved for a small, stray black dog which wandered into the chapel one day and

6th (3/day)—*mass suggestion* (DC 24)  
5th (6/day)—*cone of cold* (DC 19), *dominate person* (DC 23), *teleport*  
4th (7/day)—*charm monster* (DC 19), *fire shield*, *lesser geas* (DC 22), *stoneskin*,  
3rd (7/day [6/remaining])—*dispel magic*, *fly*, *hold person* (DC 21), *lightning bolt* (DC 18) *suggestion* (DC 21)  
2nd (7/day [6/remaining])—*eagle's splendour*, *false life*, *hideous laughter* (DC 20), *invisibility*, *resist energy*, *scorching ray*  
1st (8/day)—*charm person* (DC 17), *expeditious retreat*, *mage armour*, *magic missile*, *protection from good*, *shield*  
0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound* (DC 15), *light*, *mage hand*, *message*, *prestidigitation*, *read magic*  
**Combat Gear** *scroll of cure serious wounds* (2), *wand of flame strike* (10 charges), *wand of scorching ray* (25 charges),

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**Abilities** Str 10, Dex 14, Con 8, Int 12, Wis 13, Cha 20  
**SQ** bloodline arcana, multitailented  
**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Extend Spell, Great Fortitude, Heighten Spell, Improved Initiative, Iron Will<sup>B</sup>, Skill Focus (Use Magic Device)<sup>B</sup>, Spell Focus (enchantment)  
**Skills** as above plus Diplomacy +16, Knowledge (arcana) +12, Spellcraft +12, Use Magic Device +23  
**Languages** Common, Elven, Infernal

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**Gear** as above plus *cloak of resistance* +2, 15 gp, fine robes

which, bizarrely, the sorcerer has taken a liking to. Indeed, he thinks more of the unnamed animal than any of his minions.

**Distinguishing Features:** Cornes is a book-worm, constantly sifting through mouldering tomes and dabbling with ancient magicks. His long hours of study means his eyes are constantly ringed through lack of sleep and the odour of mouldy parchment hangs about him. He is never without his voluminous, black hooded cloak gifted to him by Arachne herself (or so he believes).

## ADVENTURE SEEDS

The PCs may encounter Cornes and his cult of Arachne when they investigate the sudden disappearance of several travellers in the area.

Cornes could come to the PCs' attention when he breaks into a sage's home in search of certain elder tomes the unfortunate savant possessed. The sage is found the next morning – seemingly slain by his own hand – but the PCs are tasked with looking into the matter by a suspicious relative.

Otherwise, rumours of a dark cult operating in the area draw a curious, good-aligned party to Cornes' domain. It quickly becomes obvious that a vampire is somehow involved and the PCs track the attacks back to Cornes' lair. Alternatively, a local villager may ask the PCs to help when a loved one's personality suddenly changes dramatically.

Finally, the PCs could be in a village near to Cornes' lair when they witness a bizarre scene. A traveller kicks a small black dog and is immediately set upon by several villagers who in turn beat and kick the traveller. Investigations reveal the villagers are absolutely terrified of the dog's owner who often sends his servants to punish those hurting or neglecting the dog. The villagers deliberately paint a bleak view of the situation in the hopes that the PCs will rid them of Cornes and his servants.

## ENCOUNTERS

Often surrounded and protected by charmed guards and minions, Cornes only bothers himself with foes if they prove particularly resilient. Foes entering his presence, however, can expect to have their will crushed and to become his willing slave.

The PCs could encounter Cornes (and/or his minions) in one or more of these encounter groups:

**EL 12 (XP 19,200):** Two Mercenary Leaders (CR 7 each, page 7), Grash the Destroyer (CR 7, page 6) and six Elite Mercenary Warriors (CR 5, page 7).

**EL 13 (XP 25,600):** Cornes Solethar and four Mercenary Leaders (CR 7 each, page 7).

## LORE

Characters can learn more about Cornes Solethar with a successful Knowledge (local) check. A successful check reveals all information gained by a lesser result.

**DC 21:** This is Cornes Solethar. Cornes is a powerful sorcerer, whispered to have the taint of the Abyss flowing through his veins.

**DC 26:** Cornes is a devotee of Arachne and has at least one undead servant of great power in his entourage.

**DC 31:** A cold-hearted scion of evil, Cornes' one weakness is his love for a small black dog. Anyone harming the dog earns his unending ire; indeed he has slain entire families to punish on transgressions (both real and imagined) against the dog.

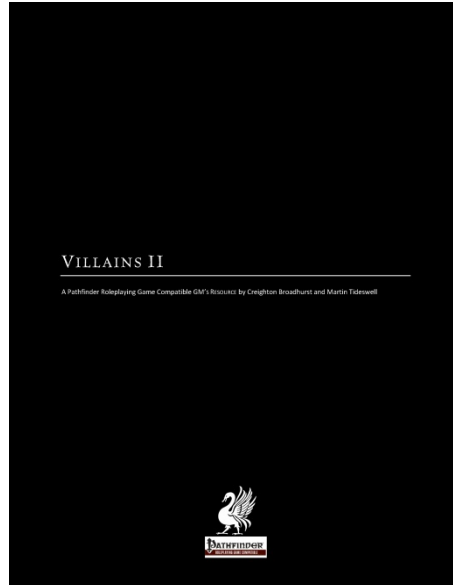


## VILLAINS II

Coming in June, *Villains II* presents more odious and depraved villains with which to torment and bedevil your PCs. Presenting six high-level threats, any of the villains featured within could serve as the PCs' nemesis in any campaign.

*Villains II* presents:

- **Vilran Azanae (CR 15):** NE male elf vampire wizard 14
- **Irdenseyr Lhamgos (CR 15):** CE male incubus ranger 8
- **Parardar Levien (CR 17):** CE male human lich sorcerer (draconic [red]) 15
- **Koravel Nahel (CR 19):** NE male half-elf natural werewolf druid 19
- **Rexal Urexin (CR 13):** CE male minotaur barbarian 8
- **Calaulfel Wyrxin (CR 17):** LE male human mummy sorcerer 2/fighter 1/dragon disciple 9



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