

<p>Human City Rogue (M)(CR½): XP 200</p> <p>Init +3; Senses darkvision 60 ft; Perception +5</p> <p>DEFENSE AC 16, touch 13, f-footed 13 (+3 armor, +3 Dex) hp 10 (1d8+2), Fort +2, Ref +5, Will +1 Resist cold 5, electricity 5, fire 5</p> <p>OFFENSE Speed 30 ft. Melee short sword +3 (1d6+1/19–20) Ranged light crossbow +3 (1d8/19–20) Special Attacks sneak attack +1d6 Spell-Like Abilities (CL 1st) 1/day—darkness (20ft radius object, reduce one brightness level).</p> <p>STATISTICS Str 13, Dex 17, Con 14, Int 12, Wis 12, Cha 6 Base Atk +0; CMB +1; CMD 14 Feats Weapon Finesse (dex for atk/dmg). Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; Racial Modifiers +2 Bluff, +2 Stealth Languages Common SQ Trapfinding</p>	<p>Human City Rogue (R)(CR¼): XP 100</p> <p>Init +1; Senses darkvision 120 ft, low-light vision, Perception +5</p> <p>DEFENSE AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) hp 3 (1d6), Fort +0, Ref +3, Will +3 DR 2/cold iron Weaknesses light sensitivity (-1 atk/perc in b/light)</p> <p>OFFENSE Speed 20 ft., climb 20 ft. Melee dagger +0 (1d3–1/19–20) Ranged dart +2 (1d3–1) (20/increments ft) Special Attacks hatred Spell-Like Abilities (CL 1st) 1/day—doom (DC 10) (shaken: -2 on rolls - tag this onto dart attack).</p> <p>STATISTICS Str 8, Dex 13, Con 11, Int 8, Wis 13, Cha 8 Base Atk +0; CMB –2; CMD 9 Feats Point-Blank Shot (+1 on dmg/atk <= 30ft). Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Common</p>
<p>Hunting Dog (M)(CR½): XP 135</p> <p>N Small animal; Init +1; Senses low-light vision, scent; Perception +8</p> <p>DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size), hp 6 (1d8+2), Fort +4, Ref +3, Will +1</p> <p>OFFENSE Speed 40 ft. Melee bite +2 (1d4+1)</p> <p>STATISTICS Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent.</p>	<p>H/Dwarf Bandit (MR)(CR½): XP 135</p> <p>LE Medium humanoid (half-dwarf); Init –1; Senses darkvision 120 ft; Perception +1</p> <p>DEFENSE AC 17, touch 9, flat-footed 17 (+6 armor, –1 Dex, +2 shield), hp 7 (1d10+2), Fort +4, Ref –1, Will +1; +2 vs. spells, Immune: paralysis, phantasms, poison. Weaknesses: light sensitivity</p> <p>OFFENSE Speed 20 ft. Melee warhammer +3 (1d8+1/×3) Ranged light crossbow +0 (1d8/19–20)</p> <p>STATISTICS Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4 Base Atk +1; CMB +2; CMD 11 Feats Weapon Focus (warhammer) Skills Intimidate +1, Stealth –3; Racial Modifiers +2 Perception relating to stonework, +4 Stealth Languages Common, Dwarven, Undercommon SQ slow and steady, stability</p>

Townsperson (MR)(CR½): XP 200

[Human commoner](#) 2, N Medium [humanoid \(human\)](#), **Init** +0; **Senses** [Perception](#) +3

DEFENSE

AC 10, [touch](#) 10, [flat-footed](#) 10, **hp** 9 (2d6+2)
Fort +1, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.
Melee club +2 (1d6+1) or torch -3 (1d3+1 +1 fire)
Ranged stone -3 (1d2+1)

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 10, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 12
Feats [Animal Affinity](#), [Skill Focus](#) ([Profession](#) [any])
Skills [Climb](#) +6, [Handle Animal](#) +7, [Knowledge](#) (local) +1, [Perception](#) +3, [Profession](#) (any) +7, [Ride](#) +2
Languages Common
Gear club, stones, torches (3)

Beggar (M)(CR½): XP 135

[Half-Elf Commoner](#) 1, CN Medium [humanoid \(elf, human\)](#), **Init** +2; **Senses** [low-light vision](#); [Perception](#) +5

DEFENSE

AC 12, [touch](#) 12, [flat-footed](#) 10 (+2 [Dex](#)), **hp** 4 (1d6+1),
Fort +1, **Ref** +2, **Will** -1; +2 vs. enchantments
Immune [sleep](#)

OFFENSE

Speed 30 ft.
Melee [dagger](#) -1 (1d4-1/19-20)

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 11, **Wis** 9, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 11
Feats [Endurance](#), [Skill Focus](#) ([Bluff](#))
Skills [Bluff](#) +4, [Disguise](#) +2, [Perception](#) +5, [Perform](#) (wind)
Languages Common, Elven
SQ elf blood
Gear [dagger](#), disguise kit, wooden flute, 203 gp

Captain Lance Chamberwell (MR)(CR3): XP 800

[Human fighter](#) 2/[rogue](#) 2, LN Medium [humanoid \(human\)](#), **Init** +6; **Senses** [Perception](#) +10

DEFENSE

AC 16, [touch](#) 12, [flat-footed](#) 14 (+4 [armor](#), +2 [Dex](#))
hp 34 (2d10+2d8+14), **Fort** +5, **Ref** +6, **Will** +1; +1 vs. fear, **Defensive Abilities**: Bravery +1, evasion

OFFENSE

Melee mwk khopesh +7 (1d10+3/19-20)
Ranged mwk dart +6 (1d4+2)
Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats [Alertness](#), [Improved Disarm](#), [Improved Initiative](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#):(khopesh)
Skills [Acrobatics](#) +7, [Disguise](#) +3, [Intimidate](#) +6, [Knowledge](#) (nobility) +2, [Perception](#) +10, [Profession](#) (guard) +5, [Sense Motive](#) +10, [Sleight of Hand](#) +6, [Stealth](#) +8

Languages Common, one other

SQ rogue talent (combat trick), trapfinding +1
Combat Gear potion of [cure light wounds](#), potions of [stabilize](#) (2); Other Gear masterwork chain shirt, masterwork darts (5), masterwork khopesh, guardsman uniform, Disguise kit, Oestoria's armband (as everburning torch)

Lieutenant Kurt Malog (M)(CR2): XP 600

[Human fighter](#) 3, LN Medium [humanoid \(human\)](#)
Init +2; **Senses** [Perception](#) +5

DEFENSE

AC 20, [touch](#) 12, [flat-footed](#) 18 (+6 [armor](#), +2 [Dex](#), +2 shield), **hp** 22 (3d10+6), **Fort** +5, **Ref** +3, **Will** +3; +1 vs. fear, **Defensive Abilities** bravery +1

OFFENSE

Speed 30 ft.
Melee mwk scimitar +6 (1d6+2/18-20)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats [Alertness](#), [Combat Expertise](#), [Improved Disarm](#), [Iron Will](#), [Power Attack](#)
Skills [Climb](#) +2, [Knowledge](#) (local) +2, [Linguistics](#) +4, [Perception](#) +5, [Profession](#) (soldier) +6, [Sense Motive](#) +5

Languages Common, Dwarven, +3 additional

SQ armor training 1
Combat Gear *potion of [cure light wounds](#)*; **Other Gear** masterwork chainmail, heavy wooden shield, masterwork scimitar, Oestoria's armband (as everburning torch), masterwork manacles, signal whistle

Sergeant Wenfire Sanzin (MR)(CR1): XP 400

[Halfling Ranger](#) 2, LN Small [humanoid](#) ([halfling](#)), **Init** +3; **Senses** [Perception](#) +8

DEFENSE

AC 17, [touch](#) 14, [flat-footed](#) 14 (+3 [armor](#), +3 [Dex](#), +1 [size](#)), **hp** 15 (2d10), **Fort** +4, **Ref** +7, **Will** +2; +2 vs. [fear](#)

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19–20)

Ranged mwk [shortbow](#) +7 (1d4/x3)

Special Attacks [favored enemy](#) ([fey](#) +2)

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 15

Feats [Point-Blank Shot](#), [Precise Shot](#)

Skills [Acrobatics](#) +7 (+3 when jumping), [Climb](#) +8, [Diplomacy](#) +1, [Intimidate](#) +4, [Knowledge](#) (geography, nature) +5, [Knowledge](#) (local) +2, [Perception](#) +8, [Stealth](#) +12, [Survival](#) +6, [Swim](#) +5

Languages Common, Halfling

SQ track +1, [wild empathy](#) +2

Combat Gear [potion of cure light wounds](#), [tanglefoot bags](#) (2), [thunderstone](#); **Other Gear** masterwork [studded leather](#), masterwork [shortbow](#) with 20 arrows, short sword, 84 gp

Sergeant Gulgram Brommek (MR)(CR1): XP 400

LE Medium [humanoid](#) (half-[orc](#)), **Init** +0; **Senses** [darkvision](#) 60 ft.; [Perception](#) +5

DEFENSE

AC 18, [touch](#) 10, [flat-footed](#) 18 (+8 [armor](#)), **hp** 23 (3d8+9 plus 3), **Fort** +5, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft. (30 ft. base)

Melee greataxe +5 (1d12+4)

Ranged javelin +2 (1d6+3)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats [Skill Focus](#) ([Perception](#)), [Toughness](#)

Skills [Perception](#) +5

Languages Common, orc

SQ orc/ogre blood

Gear half-plate, greataxe, 3 javelins

SPECIAL ABILITIES

Orc/Ogre Blood (Ex)

For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Town Guard 1 (MR)(CR1): XP 400

Male or female [human warrior](#) 2, LN Medium [humanoid](#) ([human](#)), **Init** +1; **Senses** [Perception](#) +4

DEFENSE

AC 17, [touch](#) 11, [flat-footed](#) 16 (+5 [armor](#), +1 [Dex](#), +1 [shield](#)), **hp** 15 (2d10+4), **Fort** +5, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft. (20 ft. with armor)

Melee masterwork longsword +5 (1d8+2/19–20)

Ranged masterwork light crossbow +4 (1d8/19–20)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats [Combat Expertise](#), [Improved Disarm](#)

Skills [Diplomacy](#) +1, [Knowledge](#) (local) +3, [Perception](#) +4, [Sense Motive](#) +4

Languages Common, Elven

NPC Gear masterwork light crossbow with 20 bolts, masterwork longsword, masterwork scalemail, buckler

Town Guard 2 (MR)(CR1): XP 400

[Human warrior](#) 3, LN Medium [humanoid](#), **Init** +0; **Senses** [Perception](#) +3

DEFENSE

AC 18, [touch](#) 10, [flat-footed](#) 18 (+8 [armor](#)), **hp** 19 (3d10+3), **Fort** +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/x3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 [nonlethal](#))

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 [sunder](#)); **CMD** 15 (17 vs. [sunder](#))

Feats [Alertness](#), [Improved Sunder](#), [Power Attack](#)

Skills [Intimidate](#) +5, [Perception](#) +3, [Ride](#) –3, [Sense Motive](#) +2

Languages Common

Combat Gear [potions](#) of [cure light wounds](#) (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Town Guard 3 (MR)(CR½): XP 200

[Human warrior](#) 2, [CN](#) Medium [humanoid](#), **Init** +2; **Senses** [Perception](#) -1

DEFENSE

AC 17, [touch](#) 13, [flat-footed](#) 14 (+3 [armor](#), +2 [Dex](#), +1 [dodge](#), +1 [shield](#)), **hp** 11 (2d10), **Fort** +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20) or sap +3 (1d6+1 [nonlethal](#))

Ranged composite longbow +4 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 16

Feats [Dodge](#), [Point Blank Shot](#)

Skills [Climb](#) +4, [Handle Animal](#) +3, [Intimidate](#) +3, [Ride](#) +5, [Stealth](#) +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 [Str](#)) with 20 arrows, rapier, sap, light horse (combat trained)

City Guard 4 (MR)(CR½): XP 135

Male [human warrior](#) 2, [N](#) Medium [humanoid](#) ([human](#)) **Init** +4; **Senses** [Perception](#) +3

DEFENSE

AC 15, [touch](#) 10, [flat-footed](#) 15 (+5 [armor](#)) **hp** 13 (2d10+2), **Fort** +3, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.

Melee [halberd](#) +4 (1d10+1/x3) or [sap](#) +3 (1d6+1 [nonlethal](#))

Ranged [light crossbow](#) +2 (1d8/19-20)

STATISTICS

Str 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Feats Improved

Initiative, [Weapon Focus](#) ([halberd](#))

Skills [Intimidate](#) +5, [Perception](#) +3

Languages Common

Thug (MR)(CR½): XP 200

[Human Warrior](#) 2, [NE](#) Medium [humanoid](#) ([human](#)), **Init** +1; **Senses** [Perception](#) +0

DEFENSE

AC 13, [touch](#) 11, [flat-footed](#) 12 (+2 [armor](#), +1 [Dex](#)), **hp** 15 (2d10+4), **Fort** +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee [longsword](#) +3 (1d8+1/19-20) or [sap](#) +3 (1d6+1)

Ranged [longbow](#) +3 (1d8/x3)

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 14

Feats [Point-Blank Shot](#), [Skill Focus](#) ([Stealth](#))

Skills [Intimidate](#) +4, [Stealth](#) +6

Languages Common

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

Thunderstone: 20ft/AC5, DC15 Fortitude or deaf, and 20% fail casting with verbal component, plus -4 initiative.

Tanglefoot: 10ft, -2 attack/-4 dex; DC15 for half speed, or glued to floor. DC17 str or 17hp to break free.

Gang Boss (MR)(CR1): XP 400

[Gnome Fighter](#) 2, [CN](#) Small [humanoid](#) ([gnome](#)) **Init** +2; **Senses** [low-light vision](#); [Perception](#) +2

DEFENSE

AC 18, [touch](#) 14, [flat-footed](#) 15 (+3 [armor](#), +2 [Dex](#), +1 [dodge](#), +1 [shield](#), +1 [size](#)), **hp** 21 (2d10+6), **Fort** +5, **Ref** +2, **Will** +0; +2 vs. illusions, +1 vs. [fear](#) **Defensive Abilities** [bravery](#) +1, defensive training (+4 [dodge bonus](#) to AC vs. [giants](#))

OFFENSE

Speed 20 ft.

Melee mwk [rapier](#) +6 (1d4+1/18-20) or [dagger](#) +5 (1d3+1/18-20)

Ranged [composite longbow](#) +5 (1d6+1/x3)

Special Attacks +1 on [attack rolls](#) against [goblinoid](#) and [reptilian humanoid](#)s

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats [Dodge](#), [Mobility](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +3 (-1 when jumping), [Intimidate](#) +4, [Knowledge](#) (nobility) +2, [Perception](#) +2, [Stealth](#) +7

Languages Common, Gnome, Halfling, Sylvan

Combat Gear [tanglefoot bag](#); **Other Gear** [studded leather](#), masterwork buckler, [composite longbow](#) with 20 arrows, [dagger](#), masterwork [rapier](#), wineskin, 16 gp

Short Armoured Goon (MR)(CR^{1/3}): XP 135

[Dwarf Warrior](#) 1, N Medium [humanoid](#) ([dwarf](#)), **Init** +0; **Senses** [darkvision](#) 60 ft.; [Perception](#) +1

DEFENSE

AC 18, [touch](#) 10, [flat-footed](#) 18 (+6 [armor](#), +2 [shield](#))
hp 8 (1d10+3), **Fort** +4, **Ref** +0, **Will** +0; +2 vs. [poison](#),
spells, and [spell-like abilities](#), **Defensive Abilities**
defensive training (+4 [dodge bonus](#) to AC vs. [giants](#))

OFFENSE

Speed 20 ft

Melee [dwarven waraxe](#) +3 (1d10+1/x3) or [dagger](#) +2
(1d4+1/19–20)

Ranged [light crossbow](#) +1 (1d8/19–20)

Special Attacks +1 on [attack rolls](#) against [goblinoid](#) and
[orc humanoid](#)s

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. [bull rush](#) or [trip](#))

Feats [Weapon Focus](#) ([dwarven waraxe](#))

Skills [Intimidate](#) +2, [Perception](#) +1 (+3 to notice unusual
stonework)

Languages Common, Dwarven

Combat Gear alchemist's fire; **Other Gear** chainmail,
heavy wooden shield, [dagger](#), [dwarven waraxe](#), [light
crossbow](#) with 20 bolts, 12 gp

Whelp (MR)(CR^{1/3}): XP 100

[Human aristocrat](#) 1, N Medium [humanoid](#), **Init** +1;
Senses [Perception](#) –1

DEFENSE

AC 13, [touch](#) 11, [flat-footed](#) 12 (+1 [armor](#), +1 [Dex](#), +1
[shield](#)), **hp** 5 (1d8+1), **Fort** +1, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee lance +1 (1d8+1/x3) or light pick +1 (1d4+1/x4)

Ranged shortbow +1 (1d6/x3)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 12

Feats [Animal Affinity](#), [Mounted Combat](#)

Skills [Craft](#) (armor) +3, [Craft](#) (weapons) +3, [Handle
Animal](#) +6, [Knowledge](#) (nobility) +3, [Ride](#) +6

Languages Common

Combat Gear [potion](#) of [cure light wounds](#); **Other Gear**
scruffy clothing, light wooden shield, lance, light pick,
shortbow with 20 arrows

Scarred Ill-Tempered Woman (MR)(CR^{1/3}): XP 135

[Human commoner](#) 1, N Medium [humanoid](#) ([human](#)),
Init –1; **Senses** [Perception](#) +3

DEFENSE

AC 10, [touch](#) 9, [flat-footed](#) 10 (+1 [armor](#), –1 [Dex](#)),
hp 4 (1d6+1), **Fort** +1, **Ref** –1, **Will** –1

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+2)

STATISTICS

Str 15, **Dex** 9, **Con** 12, **Int** 10, **Wis** 8, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 11

Feats [Endurance](#), Packmaster

Skills [Handle Animal](#) +4, [Knowledge](#) (history) +1,
[Perception](#) +3, [Profession](#) (porter) +3

Languages Common

Gear padded armor, backpack, belt pouch, club, two
large sacks, King of the Stump set, 5 gp