

Dr. Evil Presents: True20 *Thieves' World*

Welcome to official conversion of the *Thieves' World* setting for use with *True20 Adventure Roleplaying*. In this short series of articles, you will find everything you need to make use of Green Ronin's *Thieves' World* sourcebooks using the True20 rules. With these conversion files, you can easily adapt the material in the rulebooks and get started exploring the seedy streets of Sanctuary!

Backgrounds

The first order of business is backgrounds. The *Thieves' World Player's Manual* (as well as other books in the series) presents a number of occupations and cultures for characters to develop their characters in unique ways, offering a slew of "racial" combinations. The *True20* rules dispense with the tradition racial choices found in d20 games, but the nature of *Thieves' World* backgrounds make them especially suited for True20 games.

When creating a *True20 Thieves' World* character, you may select one cultural background and one occupational background. Together, these backgrounds offer a bonus skill and bonus feats to supplement those gained as a result of your class choices.

Note: This web enhancement uses abbreviations for the various sourcebooks in the line: *TWPM* stands for the *Thieves' World Player's Manual*; *SGtS* stands for *Shadowspawn's Guide to Sanctuary*; *TWG* stands for the *Thieves' World Gazetteer*.

Cultural Backgrounds

Sanctuary finds many people of a variety of cultures and nationalities walking their streets. For specific details on these cultures, check out their entries in the referenced sourcebook. Feats marked with an * are new to True20 and are described at the end of this accessory.

Adrolean (*TWG 103*)

Your people are notoriously untrustworthy, infamous for double-talk and betrayals.

Bonus Feats (select two): Duplicitous*, Skill Focus (Diplomacy), Talented (Bluff and Intimidate), Witchblooded*

Aurveshan (*TWPM 33*)

Descended from nomads, the people of Aurvesh are mild folk, not prone to extremes of emotion.

Bonus Feats (select two): Endurance, Iron Will, Talented (Diplomacy and Sense Motive), or Unemotional*

Azehur (*SGtS 216*)

You hail from the far north, a decaying nation of windswept hills and towering peaks. Your civilization has declined from prolonged infighting, treachery, and religious schism.

Bonus Feats (select two): Attack Focus (Rankan Era), Divinely Favored (Rankan Era)*, Fame (Rankan Era)*, Great Piety (Irrune Era)*, Message of Peace (Irrune Era)* or Treacherous (Irrune Era)*, Saddleborn (Rankan Era)*, Skill Focus (Stealth) (Irrune Era), Talented (Medicine and Survival) (Irrune Era)

Bandaran (*TWG 104*)

You come from the emerald Bandaran Islands, a chain of remote islets noted for their fighting masters and mystics.

Bonus Feats (select two): Skill Focus (Notice), Skill Focus (Swim), Talented (Acrobatics and Escape Artist), Talented (Medicine and Survival)

Beysib (*SGtS 217*)

You are one of the Fish-Eyed-Folk-Beyond-the-Sea, a people temporarily displaced by a civil war raging through their lands.

Bonus Feats (select two): Lightning Reflexes, Talented (Acrobatics and Jump), Talented (Climb and Swim)

Special: Beysib have alien physiologies. They all have nictitating membranes that can protect their sensitive eyes. When closed, these membranes grant a +8 bonus to saves against environmental hazards such as smoke, fumes, chemicals, or inhaled poisons. In addition, beysibs all have webbing between their fingers and toes, granting a +8 bonus on Swim checks and the ability to take 10 on Swim checks even if distracted or endangered. They can also use the run action while swimming provided they do so in a straight line.

As well, beysib have a +4 bonus to saving throws against poison. Some (with your GM's permission) noble beysib are immune to poison, but take a -1 penalty on Search checks and a -3 penalty on Notice checks.

Black-Haired Barbarian (TWG 104)

Your people spilled out of the northern wastes to plunder the Rankan Empire and wreak havoc throughout the lands.

Bonus Feats (select two): Fierce*, Run, Tough, Track

Cantal Plains Barbarian (SGtS 218)

You come from the uncivilized peoples that occupy the Cantal Plains. While you live within the bounds of the Empire, you claim no allegiance to the Emperor.

Bonus Feats (select two): Endurance, Exotic Weapon Training (bastard sword), Tough, Track

Caronese (TWPM 34)

You come from a great trade city of Caronne, a city-state famed for its thinkers, merchants, and artisans.

Bonus Feats (select two): Hagglor*, Skill Focus (Gather Information), Talented (Bluff and Intimidate), or Talented (Diplomacy and Sense Motive)

Cirsonian (TWPM 35)

You are one of the proud people of the north once conquered by Ranke, a fact that psychically shames your culture.

Bonus Feats (select two): Endurance, Forthright, Talented (Medicine and Survival), or Tough

Cold Lands (TWG 104)

The Cold Lands of the Banmalts and the Cleans dwell on the western shores of the Known World, and are noted to be a fierce and bellicose people.

Bonus Feats (select two): Dodge, Fierce*, Talented (Bluff and Intimidate), Tough

Half-Beysib (TWPM 35-36)

You are the half-blooded descendant of the fish-eyed folk, giving you an unnatural and exotic appearance.

Bonus Feats (select one): Lightning Reflexes, Talented (Acrobatics and Jump), or Talented (Climb and Swim)

Special Trait: Half-Beysib all have nictitating membranes that can protect their sensitive eyes. When closed, these membranes grant a +4 bonus to saves against environmental hazards such as smoke, fumes, chemicals, or inhaled poisons. In addition, half-beysib all have webbing between their fingers and toes, granting a +2 bonus on Swim checks.

Firaqan (TWG 105)

Your people are noted for their calm manners and patient ways, using their passions for knowledge than for discord.

Bonus Feats (select two): Contacts, Learned Discourse*, Skill Focus (any)

Ilsigi (TWPM 36)

You are a scion of the decaying Kingdom of Ilsig, brought low by years of warfare, corruption, and infighting.

Bonus Feats (select two): Iron Will, Skill Focus (Notice), Skill Focus (any Knowledge skill), Talented (any)

Irrune (TWPM 37)

You hail from the barbarian tribe that was pivotal in liberating Sanctuary from the oppressive Dyareelan regime.

Bonus Feats (select two): Saddleborn*, Spirited Charge, Talented (Handle Animal and Ride), Tough

Lirter (SGtS 219)

You come from the city-state of Lirt, one of the many provinces claimed by the Rankan Empire.

Bonus Feats (select two): Skill Focus (any), Talented (Diplomacy and Sense Motive)

Mrsevadan (TWPM 38)

You come from the hardy seafaring people of the far north, noted for their brashness and belligerence.

Bonus Feats (select two): Brash*, Dodge Focus, Talented (Climb and Swim), Talented (Bluff and Intimidate)

Mygdonian (SGtS 219)

You are from one of the many petty kingdoms that make up the Mygdonian Alliance, a coalition of nations and tribes that oppose Rankan expansion.

Bonus Feats (select two): Anonymous*, Skill Focus (any one), Talented (any two)

'Nighter (TWPM 39)

You were born and raised in the Swamp of Night Secrets and for this fact, you're reviled as a vagabond and savage.

Bonus Feats (select two): Skill Focus (Stealth), Talented (Climb and Swim), Talented (Medicine and Survival), Talented (Stealth and Survival)

Nisibisi (TWPM 39)

Your people are the hated witches of Wizardwall, profoundly wicked descendants from the ancient Empire of Enlibar.

Bonus Feats (select two): Lightning Reflexes, Power (any one), Skill Focus (Intimidate), Witchblooded*

Raggah (TWPM 40)

You come from the enigmatic horse tribes that roam the Gray Wastes.

Bonus Feats (select two): Endurance, Saddleborn*, Skill Focus (Ride), Talented (Medicine and Survival)

Rankan (TWPM 40)

Rankans are the people of the great Empire that encompasses nearly all of the Known World. It is made up of many disparate and conquered people, united only by their common citizenship.

Bonus Feats: Select any two General Feats from *True20 Adventure Roleplaying*.

S'Danzo (TWPM 40)

The S'Danzo are wanderers and traveling folk, noted for their thieving ways and their talents at foretelling future events.

Bonus Feats (select two): Heritage of Deceit*, Sighted*, Talented (Disable Device and Sleight of Hand), Talented (Disguise and Sleight of Hand)

Special: All S'Danzo who are recognized for being S'Danzo take a -2 penalty to Diplomacy checks.

Shapeshifter (SGtS 220)

You were born in a distant land, beyond the borders of any map. Your people have the ability to transform your bodies, assuming the form of a small animal.

Special: Upon character creation, you may select one of the following forms. The form selected grants certain benefits. Changing forms is a standard action. Any armor and equipment worn or carried falls to the ground in your space. You gain the Strength, Dexterity, and Constitution of the creature whose form you assume, but retain your own Intelligence, Wisdom, and Charisma. Saving throws, skills, and feats are all unchanged. You do gain any special traits of the creature whose form you take. Statistics for these animals can be found in *True20 Adventure Roleplaying*, or in the case of the owl, *True20 Bestiary*.

Shapeshifters do not gain the occupational bonus feat.

Form	Creature	Ability Modifier	Special
Bird	Owl	+1 Wisdom	+4 bonus on Notice and Stealth checks
Cat	Cat	+1 Charisma	+2 bonus on Climb, Jump, and Stealth checks
Dog	Dog	+1 Constitution	Gain scent (<i>True20</i> 130)
Snake	Viper snake	+1 Dexterity	Poisonous Bite (Difficulty 10 + 1/2 level + Con; initial and secondary damage 2 Con)

Sihanese (SGtS 221)

You come from Ranke's easternmost province—a large region given over to agricultural concerns, though it is also home to the culture vanguard of the Empire.

Bonus Feats (select two): Skill Focus (Stealth), Talented (Diplomacy and Sense Motive) *or* Talented (Handle Animal and Ride), Talented (Bluff and Intimidate) *or* Talented (Medicine and Survival)

Sumese (TWG 106)

Your people are the heirs of fallen Yenized, a once great and powerful nation, but are now mere shadows of your historical forebears.

Bonus Feats (select two): Defiant*, Improved Strike, Skill Focus (any)

Syrese (SGtS 221)

Syr is a distant legendary land, famed for its fine warriors.

Bonus Feats (select two): Battle Hardened*, Saddleborn*, Talented (Bluff and Gather Information), Talented (Handle Animal and Ride)

Twandan (TWPM 42)

Twandans are broad-shouldered, big-boned people conquered by Ranke ages ago, but released with the contractions of the Empire, leaving them ravaged by famine and disease.

Bonus Feats (select two): Great Fortitude, Heavyweight*, Run, Skill Focus (any one)

Tysian (SGtS 221)

Tysians come from a minor city-state situated at the feet of the Wizardwall

Mountains. Somehow, it has retained its independence from Ranke.

Bonus Feats (select two): Supernatural Focus, Talented (Climb and Jump), Talented (Medicine and Survival), Trailblazer

Velosian (TWG 106)

Velosians are calm and practical folk, with simple needs and few demands.

Bonus Feats (select two): Iron Will, Low Profile, Skill Focus (any), Tough

Visalan (TWG 107)

You come from one of the many Visalan Islands, a disparate collection of petty kingdoms and city-states known for their strange religious practices.

Bonus Feats (select two): Eidetic Memory, Skill Focus (Knowledge: theology and philosophy) Skill Focus (Stealth), Skill Focus (Swim)

Wrigglie (TWPM 42)

Wrigglies are the mixed-blooded descendants of the Ilsi ex-slaves that founded the city. They are a hardened lot, accustomed to the horrors of living in Sanctuary.

Bonus Feats (select two): Jaded, Maze Savvy*, Skill Focus (any)

Occupational Backgrounds

In addition to your cultural background, you may also select one occupational background. The various *Thieves' World* sourcebooks include a great deal of information about common occupations in the Known World. You may feel free to pick

on described in those books or another one of your own design. Your occupation provides the Talented feat in any two related skills of your choosing that relate to your chosen trade.

Feats

The following new feats reflect the various occupations and cultures that make up the people of *Thieves' World*.

This enhancement presents a new type of feat for *True20*: the background feat. This is a feat that can only be acquired as a bonus feat as part of a background. Background feats cannot be acquired as part of a character's allocation of feats for level. Thus, they're best suited for traits associated with

birth or inheritance, something a character has right from the start or not.

Anonymous (General)

Prerequisite: Mygdonian Background

You are forgettable, being able to blend in with crowds. Reduce your Reputation by 1. You do, however, gain a +4 bonus on Disguise checks.

Battle Hardened (General)

Prerequisite: Syrese Background

You are a battler veteran, hardened by your experiences in fighting. You gain a +1 bonus on initiative checks and a +1 bonus on Toughness saves. You may only select this feat once.

General Feats

General Feat

Summary

Duplicitous	Gain +1 bonus on Bluff, Diplomacy, and Sense Motive checks.
Fame	Increase Reputation by 3.
Fierce	Demoralize opponents as a move action.
Great Piety	Gain a +2 bonus on Knowledge (theology and philosophy) checks and a +1 bonus on Will saves.
Maze-Savvy	Gain a +3 bonus on Knowledge (streetwise) checks to navigate the Maze.

Background Feat

Summary

Anonymous	Reduce your reputation by 1, gain a +4 bonus on Disguise.
Battle Hardened	Gain a +1 bonus to initiative checks and a +1 bonus to Toughness.
Brash	Make second Will save against fear to become enraged.
Defiant	Gain +2 bonus to saves against mind-affecting powers and +1 bonus to Intimidate checks.
Divinely Favored	Gain 1 Conviction.
Forthright	Take a -2 penalty to Bluff checks, gain a +4 bonus to Diplomacy and Sense Motive checks.
Haggler	Gain a +2 bonus on Bluff and Diplomacy checks. Increase Wealth by 2.
Heavyweight	Gain a +4 bonus on saving throws against ingested poisons.
Heritage of Deceit	Gain a +1 bonus on Bluff, Sleight of Hand, and Stealth checks.
Jaded	Gain a +1 bonus on Initiative checks and Will saves.
Learned Discourse	Gain a +3 bonus on Knowledge (history) checks and make untrained checks.
Message of Peace	Deal non-lethal damage with lethal weapons, add Wisdom to Charisma checks.
Saddleborn	Use Ride modifier in place of Defense and you gain a +2 bonus on Ride checks.
Sighted	You can catch glimpses of the future.
Treacherous	Add Wisdom to Bluff checks and gain +1 bonus on saves against poison
Unemotional	Gain a +2 bonus to saves against powers requiring mental contact.
Witchblooded	Boost an ability score for a brief time.

Brash (Background)

You do not frighten easily or take threats lightly. Whenever you fail a Will save against a fear effect, you may immediately make a second Will save. If this save succeeds, you become enraged gaining a +1 bonus on melee attacks and a +1 to damage, but you take a –2 penalty to Defense. These modifiers remain for 5 rounds or until the object of your fear is destroyed or driven off. After this time, you are fatigued for five rounds. While enraged, your actions are limited to those described under the Rage feat (*True20* 49). The benefits of Brash stack with those of the Rage feat.

Defiant (Background)

Although you are a people conquered, you retain your identity and refuse to bow before your oppressors. You gain a +2 bonus to saving throws against mind-affecting powers. In addition, you gain a +1 bonus on Intimidate checks.

Divinely Favored (Background)

Gain 1 point of Conviction.

Duplicitous (General)

You are naturally false and you are particularly adept at manipulating others. Gain a +1 bonus on Bluff, Diplomacy, and Sense Motive checks.

Fame (General)

You are famous or infamous. Increase your Reputation by +3.

Fierce (General)

You are vicious and bloodthirsty in combat. When using Intimate to demoralize your opponent, you may do so as a move action instead of a standard action. You must wait 5 rounds between each use of this feat again.

Forthright (Background)

You abhor deceit and dishonesty, taking a –2 penalty to all Bluff checks. However, when recognized as a Cirdonian, you gain a +4 bonus to Diplomacy checks. In addition, you gain a +4 bonus to Sense Motive checks.

Great Piety (General)

You are a devout servant of the gods. You gain a +2 bonus on Knowledge (theology and philosophy) checks and a +1 bonus on Will saves.

Haggler (Background)

You are a shrewd negotiator, capable of bargaining down the price of goods. Gain a +2 bonus on Bluff and Diplomacy checks. Increase your starting Wealth score by 2.

Heavyweight (Background)

You are a capable drinker and able to consume great quantities of booze. Gain a +4 bonus on saving throws against ingested poisons.

Heritage of Deceit (Background)

Your people have a reputation for dishonesty. Gain a +1 bonus on Bluff, Sleight of Hand, and Stealth checks.

Jaded (Background)

You've seen it all. You gain a +1 bonus on initiative checks and a +1 bonus on Will saves.

Learned Discourse (Background)

You are aware of countless tales and traditions and consequently, you are attuned to the currents of history. You gain a +3 bonus on all Knowledge (history) checks. In addition, you may use Knowledge (history) untrained.

Maze-Savvy (General)

Prerequisite: You must have been born in Sanctuary or successfully navigated the Maze at least once.

You gain a +3 bonus on Knowledge (streetwise) checks made to navigate the maze. You may always take 10 on these checks.

Message of Peace (Background)

Amalur teaches a peaceful path. As such, you may deal non-lethal damage with any weapon you wield without penalty. In

addition, once per day, you may add your Wisdom score as a bonus to any one Charisma or Charisma-based check.

Special: You may not select this feat if you have Treacherous.

Saddleborn (Background)

You are most comfortable on the back of your steed. Gain a +2 bonus on all Ride checks. In addition, as a free action while mounted, you may replace your Defense with a Ride check against a single attack.

Sighted (Background)

Prerequisite: You must be female

You are blessed with the Sight. You gain a +1 bonus to Sense Motive checks. You gain a +1 bonus to your power rank for any of the following Powers if you have them: Combat Sense, Heart Reading, Object Reading, Second Sight, Sense Minds, and Truth Reading.

In addition, you gain the Visions power usable at your adept power rank.

Treacherous (Background)

You are a cunning and treacherous citizen of the city-state of Azehusas. You add your Wisdom to Bluff checks and you gain a +1 bonus to saving throws against poison.

Unemotional (Background)

You are particularly resistant to supernatural effects that modify your mood. When targeted by a supernatural power that requires mental contact, you gain a +2 bonus to the saving throw to resist its effects.

Witchblooded (Background)

Prerequisite: You may only select this feat at 1st level.

Once per day, you may increase any one of your ability scores by 1 for a number of rounds equal to your Charisma score \times 4. Using this ability is a move action. After this time, you take a -1 penalty to this ability score for 8 hours.

Dr. Evil Presents: True20 *Thieves' World* Part Two

Welcome to the second installment of Green Ronin's conversions of the *Thieves' World* campaign setting for use with *True20 Adventure Roleplaying*. In this short series of articles, you will find everything you need to make use of Green Ronin's *Thieves' World* sourcebooks using the True20 rules. With these conversion files, you can easily adapt the material in the rulebooks and get started exploring the seedy streets of Sanctuary!

This installment of **Dr. Evil Presents** spends a bit of time exploring new role-specific and general feats for use in carving out your character's niche in Sanctuary. By adapting the class features found in various classes and prestige classes found in the *Thieves' World* rulebooks into feats, this article offers a great deal of versatility in creating a memorable hero (or villain) to add to the exciting array of characters populating this seedy city.

Table: General Feats

Feat	Prerequisites	Benefit
Consummate Professional	—	Gain +2 bonus to attain wealth, +1 reputation.
Divine Gift	Wis +1	Gain access to one adept feat and gain 1 conviction.
Lore	Wizardry	Knack for recalling facts about various subjects.
Pinnacle of Perfection	Divine Gift	Add your Wisdom to Strength and Dexterity checks.

Table: Adept Feats

Feat	Prerequisites	Benefit
Aura of Courage	Divine Gift or Divinely Favored	Gain immunity to fear effects and bolster allies.
Banish Extraplanar Entity	Priesthood, Ward	Use Ward to force extraplanar creatures back to their native planes.
Commanding Presence	Priesthood	Use divine power to gain spiritual authority.
Destructive Power	Wizardry	Add Int to damaging powers.
Divine Guidance	Priesthood	Call upon god to gain bonus to Intelligence checks.
Divine Perception	Divine Gift or Divinely Favored	Gain keen sight and bonus to Notice checks.
Divine Protection	Divine Gift or Divinely Favored	Gain bonus to saving throws.
Divine Shield	Divine Gift or Divinely Favored	Gain bonus to Defense.
Energy Resistance	Divine Gift	Gain resistance to one form of energy.
Focus Expert	Wizardry	Gain additional benefits when using foci.
Force of Personality	Witchcraft	Spend Conviction to double Charisma.
Mortal Might	Divine Gift or Divinely Favored	Improve one ability score.
Potent Power	Wizardry	Your powers can punch through Wards with ease.
Priesthood	Wis +3	You may call for divine aid on your power checks.
Resist the Supernatural	Priesthood	Spend Conviction to gain supernatural resistance.

Sacrificial Power	Witchcraft	Sacrifice living creature to gain bonus on ritual.
Sanctum	Wizardry	You establish a site as a place of power.
Self Mastery	Witchcraft	Gain +2 bonus to power checks on powers affecting yourself.
Unnatural Vitality	Witchcraft	Supernatural power staves off the harmful effects of time and environment.
Warding Aura	Witchcraft	Spend conviction to erect a protective aura.
Witchcraft	Cha +3	You can boost an ability.
Wizardry	Int +3	Gain bonuses to resist supernatural effects.

Table: Expert Feats

Feat	Prerequisites	Benefit
Death Dealer	Killing Strike	Make coup de grace attack as a standard action.
Greater Inspire	Cha +3, Inspire	Gained improved inspire effects.
Killing Strike	Sneak Attack (×3)	Make Killing Strike during one surprise attack.
Poison Expertise	Poison Use	Never at risk of poisoning yourself.
Poison Master	Poison Expertise	Use materials efficiently when making poisons.
Poison Use	Skill Focus (Craft—chemical)	Use Craft (chemical) to manufacture poisons.
Sniper	Precise Shot, Skill Focus (Stealth)	Make Stealth check to hide after surprise attack.

Table: Warrior Feats

Feat	Prerequisites	Benefit
Battle Fervor	Divine Gift, Rage (×2)	Call upon divine power to combat enhancements.
Divine Fortitude	Divine Gift, Divine Health, Great Fortitude	Gain tremendous powers of healing.
Divine Health	Divine Gift or Divinely Favored	Divine power makes you tough and hardy.
Indomitable	—	Re-roll saving throws.

New Feats

The following new feats follow the format presented in *True20 Adventure Roleplaying*.

Aura of Courage (Adept)

PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED

You are immune to mind-affecting fear effects. In addition, all allies within 10 feet of you gain a +4 bonus to saving throws against these effects.

Banish Extraplanar Entity (Adept)

PREREQUISITE: PRIESTHOOD, WARD

You may use the Ward power to force extraplanar creatures back to their native plane. Select any extraplanar creature within 5 feet per adept level. The creature must make a Will save against the result of your Ward check or be forcibly returned to its native plane.

Battle Fervor (Warrior)

PREREQUISITE: DIVINE GIFT, RAGE (×2)

When in combat, you may spend a full round action to invoke the blessings of your divine master. At the start of your next turn, godlike energy courses through you,

awakening hidden reserves of potential. For 1 round per warrior level, you gain a bonus to attack rolls and damage equal to your Wisdom score. In addition, your base speed increases by 10 feet. You may use this ability a number of times per day equal to your Wisdom.

Commanding Presence (Adept)

PREREQUISITE: PRIESTHOOD

You may call upon the power of your god to imbue your words and actions with spiritual authority. As a full-round action, you may pray to your god and starting on your next turn, you may add your Wisdom to all Charisma and Charisma-based skill checks for 1 minute per adept level.

Consummate Professional (General)

You are all business, all the time. Every time you attain a new level, you gain a +2 bonus to your professional check to increase your wealth. In addition, you gain a +2 bonus to Reputation.

Death Dealer (Expert)

PREREQUISITE: KILLING STRIKE

You become a master of killing and can murder a helpless target quickly and efficiently. You may perform a coup de grace attack against a helpless creature as a standard action. When making a coup de grace attack against a creature with concealment, you may do so as a full-round action instead of two full-round actions. Finally, the save Difficulty for your Killing Strike increases by +2.

Destructive Power (Adept)

PREREQUISITE: WIZARDRY

You are particularly skilled with damaging and destructive forms of power. When using any power that inflicts damage, you may add your Intelligence to the damage the power would ordinarily deal.

Divine Fortitude (Warrior)

PREREQUISITE: DIVINE GIFT, DIVINE HEALTH, GREAT FORTITUDE

You have amazing powers of healing. Regardless of injury level or type, you may make recovery rolls every minute. You are immune to infection (see forthcoming *Dr. Evil Presents*) and you halve the damage bonus your opponents get when they score a critical hit against you (round down any fractions).

Divine Gift (General)

PREREQUISITE: WIS +1

Gain 1 point of Conviction. When you gain another feat, you may select a feat from those normally available to your role or an adept feat or power. If you have no adept levels, your effective adept level is equal to one-half your character level.

Essentially, if you place your next level in warrior, you could select a power, an adept feat, a warrior feat, or a general feat. Once you select a power or adept feat, you may not select others unless you place levels in adept.

Divine Guidance (Adept)

PREREQUISITE: PRIESTHOOD

Spend 1 point of Conviction and add your Wisdom as a bonus to all Intelligence checks and Intelligence-based skill checks for 10 minutes per level. Alternatively, spend 1 point of Conviction to add one-half your adept level to a single power check.

Divine Health (Warrior)

PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED

The power of the gods suffuses your being, making you more than human. You are immune to all natural diseases and you gain a +4 bonus to saves against supernatural diseases. You gain a +2 bonus to recovery rolls and you can make recovery rolls each minute to remove levels of fatigue.

Divine Perception (Adept)

PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED

Divine power bestows clarity and keen insight. You gain a bonus to Notice checks equal to your Constitution score. In addition, you see twice as far as a human does in areas of shadowy or poor lighting.

Special: If you have the Night Vision feat, you can see four times as far as a human does in areas of poor lighting.

Divine Protection (Adept)

PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED

The hands of the gods shelter you from harm. You gain a bonus to all Fortitude, Reflex, and Will saves equal to your Wisdom score.

Energy Resistance (Adept)

PREREQUISITE: DIVINE GIFT

You have uncanny resistance to energy attacks. Choose one of the following energy types: acid, cold, electricity, fire, or sonic. You gain resistance 2 against attacks against you that have this energy type (see **Resistance to Energy**, *True20*, page 130).

Special: You may select this feat multiple times. Each time you may select a new energy type or one previous selected. The effects stack.

Focus Expert (Adept)

PREREQUISITE: WIZARDRY

You are accustomed to the use and incorporation of foci in powers you manifest. When using a focus as part of a power, you gain an additional +2 bonus to the power roll and a +2 bonus to saves made to resist the power's fatigue.

Force of Personality (Adept)

PREREQUISITE: WIZARDRY

Your power doesn't just express itself in terms of supernatural powers; it manifests in your infectious and persuasive personality. You may spend a point of

Conviction to double your effective Charisma score for one round.

Greater Inspire (Expert)

PREREQUISITE: CHA +3, INSPIRE

Greater Inspire expands the options available with the Inspire feat (*True20*, page 47). Each time you take this feat, choose one of the following:

Greatness: One subject gains a +2 bonus on attack rolls, damage, saves, skill checks, and power checks.

Heroics: One subject gains a +4 bonus on all saving throws and a +4 bonus to Defense.

Valor: Subjects immediately overcome the effects of fear and gain a +2 bonus to Will saves.

Zeal: Subjects gain a +1 bonus to Strength and Constitution, increase their speed by 10 feet, but take a -4 penalty to Defense.

Killing Strike (Expert)

PREREQUISITE: SNEAK ATTACK (×3)

When you get the drop on your enemies, you can deliver deadly attacks. Once per combat, when you would make a surprise attack, you may make a killing strike. Reduce the damage bonus from Sneak Attack by 2. If your attack hits and your foe fails the Toughness save by *any* amount, the opponent must immediately succeed on a Fortitude save (Difficulty 10 + 1/2 your level + your Intelligence) or be reduced to the dying condition, regardless of the actual damage dealt.

Indomitable (General)

You can resist hazards, poison, unusual attacks, and even magic through sheer willpower. Once per day, when you fail a saving throw, you may immediately make a second saving throw, adding your Wisdom to the roll. For every 5 total character levels attained, you gain an additional use of this ability.

Lore (General)

PREREQUISITE: WIZARDRY

You are an expert on not just magic, but with a wide array of mundane knowledge, stories, legends, and scholarly information. You may

use any Knowledge skill untrained and you gain a +2 bonus for those Knowledge skills in which you are trained.

Mortal Might (Adept)

PREREQUISITE: DIVINE GIFT OR DIVINELY FAVORED

Your supernatural connection to the gods fills you with divine power. Select any one ability and increase it by +1.

You may only select this feat once.

Pinnacle of Perfection (General)

PREREQUISITE: DIVINE GIFT

You are a paragon of physical skill and ability. When making a Strength or Dexterity check or skill check based on those abilities, you gain a bonus to that check equal to your Wisdom. This bonus does not apply to combat rolls, such as attacks or saves.

Poison Expertise (Expert)

PREREQUISITE: POISON USE

Your skill with poisons increases such that whenever you use poisons or apply them to weapons, you are never at risk of accidentally poisoning yourself. In addition, you gain a +2 bonus to Fortitude saves made to resist poison. This stacks with the bonus gained from the Poison Use feat.

Poison Master (Expert)

PREREQUISITE: POISON EXPERTISE

You have mastered the deadly art of brewing and using poisons. On a failed check, you do not ruin the raw materials used to manufacture a poison. You gain a +2 bonus to Fortitude saves made to resist poison. This bonus stacks with that gained from Poison Expertise and Poison Use for a total bonus of +6.

Poison Use (Expert)

PREREQUISITE: SKILL FOCUS (CRAFT—CHEMICAL)

You are adept at creating and mixing toxin draughts. You may use the Craft (chemical) skill to prepare poisons. The check's Difficulty depends on the lethality of the

poison, though most poisons are complex items. For details, see a forthcoming *Dr. Evil Presents* article in this series.

In addition, your constant exposure to foul toxins grants you a natural hardiness to resist their effects. You gain a +2 bonus to saving throws made to resist poison.

Potent Power (Adept)

PREREQUISITE: WIZARDRY

Your powers are exceptionally difficult to stop. When using a power against a warded creature, you gain a +5 bonus to overcome your opponent's ward.

Priesthood (Adept)

PREREQUISITE: WIS +3

You are an active servant in a religion, cult, or sect and derive great benefits from the gods directly. Before making a power check, you can spend a full round action to call upon the power of your divine patron. You must succeed on a Difficulty 20 Wisdom check. If you succeed, you gain a bonus to your power check equal to one-half your adept level.

Resist the Supernatural (Adept)

PREREQUISITE: PRIESTHOOD

You may spend 1 point of Conviction as a standard action to gain supernatural resistance equal to 10 plus your Wisdom score for a number of rounds equal to one-half your level (see *True20*, page 131).

Sacrificial Power (Adept)

PREREQUISITE: WITCHCRAFT

When casting a ritual (see *True20 Companion*), you may incorporate blood sacrifice to improve your ability check. For each level of creature sacrificed, you gain a +1 bonus on your ability check (maximum +20) to cast the ritual.

Sanctum (Adept)

PREREQUISITE: WIZARDRY

You establish a particular place as a nexus of power. The area contained by your sanctum cannot exceed a 10-foot radius per adept level. When you are in the area of your

sanctum, you gain a +2 bonus to all power checks. Once you select a place for Sanctum, it is permanent. You can change the location of your Sanctum, but doing so requires 24 hours of careful meditation and has a Wealth purchase Difficulty of 5 plus your adept level in materials.

Self Mastery (Adept)

PREREQUISITE: WITCHCRAFT

You can internally focus your power to a greater degree, giving you an exceptional ability to alter your own body and mind with supernatural powers. Whenever you use a power to affect yourself, you gain a +2 bonus on the power check and your power rank increases by 1.

Sniper (Expert)

PREREQUISITE: PRECISE SHOT, SKILL FOCUS (STEALTH)

When using a ranged weapon to make a surprise attack against an unaware target, you gain a +1 bonus to your attack roll. In addition, you may make a Stealth check as a free action to hide so long as you have concealment or cover. You take a -10 penalty to this check.

Unnatural Vitality (Adept)

PREREQUISITE: WITCHCRAFT

The sorcerous power filling your being strengthens your body. Gain a +1 bonus on Fortitude, Reflex, and Toughness saves. In addition, you age at an incredibly slow rate, aging physically 1 year for every 5 chronological years.

Warding Aura (Adept)

PREREQUISITE: WITCHCRAFT

You are resistant to the supernatural powers of others. You gain a +2 bonus to Ward checks. In addition, you may spend 1 point of Conviction to erect a temporary shield that lasts one round per point of your Charisma score. The shield grants a +2 bonus on saving throws to resist supernatural powers.

Witchcraft (Adept)

PREREQUISITE: CHA +3

You can call upon your inner reserve to fill your body or mind with sorcerous energy. Once per day, plus one additional time for every 5 adept levels you've attained, you gain a +1 bonus to a single ability score. Using this ability is a free action and the bonus remains for a number of minutes equal to your adept level.

Wizardry (Adept)

PREREQUISITE: INT +3

You are trained in the arts of wizardry. You gain a +2 bonus to saving throws made to resist the effects of supernatural powers.

Dr. Evil Presents:

True20 *Thieves' World*

Part Three

Welcome to the third installment of Green Ronin's conversions of the *Thieves' World* campaign setting for use with *True20 Adventure Roleplaying*. In this short series of articles, you will find everything you need to make use of Green Ronin's *Thieves' World* sourcebooks using the *True20* rules. With these conversion files, you can easily adapt the material in the rulebooks and get started exploring the seedy streets of Sanctuary!

This article adapts Murder at the Vulgar Unicorn, providing a complete set of stat-blocks and rules adjustments to help you launch your *True20 Thieves' World* campaign.

Feats marked with an "+" are described in *Dr. Evil Presents: True20 Thieves' World*.

AMMEN AND JOPZE

Type: 2nd Level Humanoid (Wrigglie Mercenary Warrior 2) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis 0, Cha -1

Skills: Bluff 5 (+4), Climb 5 (+6), Intimidate 5 (+6), Knowledge (streetwise) 5 (+6), Notice 0 (+3)

Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (sword), Jaded^{B†}, Skill Focus (Notice)^B, Talented (Intimidate and Knowledge: streetwise)^B, Weapon Training

Combat: Attack +2 (+2 base) or Attack +3 (sword), Damage +4 (sword), Defense Dodge/Parry +2/+3 (+2 base: +1 Str), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +4 (+3 base, +1 Con), Reflex +0, Will +1 (+1 feat)

APOSTLES OF NATURE

Reputation: +0

Type: 1st Level Humanoid (Wrigglie Constable Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +2, Int 0, Wis

+1, Cha -1

Skills: Bluff 4 (+3), Intimidate 4 (+3), Knowledge (streetwise) 4 (+6), Notice 4 (+10), Sense Motive 4 (+5)

Feats: Attack Focus (axe), Jaded^{B†}, Skill Focus (Notice)^B, Talented (Knowledge: streetwise and Notice)^B, Tough (×2), Weapon Training

Combat: Attack +3 (+1 base, +2 Dex) or Attack +4 (axe), Damage +4 (axe), Defense Dodge/Parry +3/+2 (+1 base: +2 Dex or +1 Str), Initiative +3

Saving Throws: Toughness +2 (+2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +2 (+2 Dex), Will +2 (+1 Wis, +1 feat)

ARION SWAN

Reputation: +2

Type: 6th Level Humanoid (Rankan Courtier Expert 6)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +1, Con -1, Int +2, Wis +2, Cha +3

Skills: Bluff 9 (+14), Craft (forgery) 9 (+11), Diplomacy 9 (+14), Disguise 9 (+12), Gather Information 9 (+12), Handle Animal 9 (+11), Intimidate 9 (+14), Knowledge (civics) 9 (+11), Ride 9 (+10), Sense Motive 9 (+13), Sleight of Hand 9 (+10)

Feats: Defensive Attack, Dodge Focus (×2), Inspire (competence, complacency,

courage), Leadership, Lightning Reflexes^B, Master Plan, Talented (Bluff and Sense Motive)^B, Talented (Diplomacy and Intimidate)^B, Tough

Traits: Expertise

Combat: Attack +5 (+4 base, +1 Dex), Damage +1 (dagger), Defense Dodge/Parry +7/+4 (+4 base: +1 Dex, +2 feats), Initiative +1; Conviction 5

Saving Throws: Toughness +0 (-1 Con, +1 feat), Fortitude +1 (+2 base, -1 Con), Reflex +5 (+2 base, +1 Dex, +2 feat), Will +7 (+5 base, +2 Wis)

BEBE

Type: 1st Level Humanoid (Wrigglie Prostitute Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha +2

Skills: Bluff 4 (+6), Diplomacy 4 (+8), Knowledge (streetwise) 4 (+4), Notice 4 (+7), Perform (courtesan) 4 (+8)

Feats: Jaded^{B†}, Skill Focus (Notice)^B, Talented (Diplomacy and Perform: courtesan)^B

Combat: Attack +0, Damage +1 (dagger), Defense Dodge/Parry +0/+0, Initiative +1

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +1 (+1 feat)

BEZUL THE CHANGER

Reputation: +2

Type: 6th Level Humanoid (Wrigglie Merchant Expert 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con 0, Int +2, Wis +2, Cha +1

Skills: Bluff 9 (+12), Diplomacy 9 (+12), Drive 9 (+9), Gather Information 9 (+10), Intimidate 9 (+12), Knowledge (business) 9 (+16), Knowledge (streetwise) 9 (+13), Notice 9 (+11), Search 9 (+14), Sense Motive 9 (+13), Stealth 9 (+9)

Feats: Armor Training (Light), Connected, Contacts, Defensive Attack, Jaded^{B†}, Skill Focus (Knowledge: business), Skill Focus (Search), Talented (Bluff and Intimidate),

Talented (Diplomacy and Sense Motive)^B, Talented (Knowledge: business and Knowledge: streetwise)^B, Tough, Well-Informed

Traits: Expertise

Combat: Attack +4 (+4 base) or Attack +5 (mwk dagger), Damage +2 (mwk dagger), Defense Dodge/Parry +4/+5 (+4 base: +1 Str), Initiative +1; Conviction 5

Saving Throws: Toughness +2 (+1 leather, +1 feat), Fortitude +2 (+2 base), Reflex +2 (+2 base), Will +8 (+5 base, +2 Wis, +1 feat)

DEMARA

Reputation: +2

Type: 6th Level Humanoid (Nisibisi Witch Adept 6)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +2, Con +1, Int +1, Wis 0, Cha +3

Skills: Bluff 9 (+12), Concentration 9 (+12), Diplomacy 9 (+15), Intimidate 9 (+12), Knowledge (streetwise) 9 (+10), Knowledge (the supernatural) 9 (+12)

Feats: Dodge Focus, Force of Personality†, Power (×3), Power^B, Skill Focus (Diplomacy), Talented (Concentration and Knowledge: the supernatural)^B, Tough, Unnatural Vitality†, Witch-Blooded^{B†}, Witchcraft†

Traits: Powers (rank 9, Cha, save Difficulty 16, Energy Blast, Energy Shaping +12, Heart Shaping +12, Mind Touch +12), The Talent

Combat: Attack +5 (+3 base, +2 Dex), Damage +2 (spear) or Damage +0 (dagger), Defense Dodge/Parry +6/+2 (+3 base: +2 Dex, +1 feat or -1 Str), Initiative +2; Conviction 5

Saving Throws: Toughness +2 (+1 Con, +1 feat), Fortitude +4 (+2 base, +1 Con, +1 feat), Reflex +5 (+2 base, +2 Dex, +1 feat), Will +6 (+5 base, +1 feat)

DRETCH

Type: 2nd Level Outsider (Extraplanar, Vice)

Size: Small

Speed: 20 ft.

Abilities: Str +1, Dex 0, Con +2, Int -3, Wis 0, Cha 0
Skills: Intimidate 5 (+5), Notice 5 (+5), Stealth 5 (+9)
Feats: Double Strike, Improved Strike^B, Power^B
Traits: Damage Reduction 2/cold iron or virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 5, Cha, save Difficulty 11, Mind Touch +5), Resistance to Acid 4, Cold 4, and Fire 4, Summon Fiend
Combat: Attack +3 (+2 base, +1 size), Damage +3 (claws) or Damage +2 (bite), Defense Dodge/Parry +3/ – (+2 base: +0 Dex, +1 size), Initiative +0
Saving Throws: Toughness +3 (+2 Con, +2 natural, -1 size), Fortitude +5 (+3 base, +2 Con), Reflex +3 (+3 base, +0 Dex), Will +3 (+3 base)

Summon Fiend: Once per day a dretch can summon another dretch with a 35% chance of success (14 or better on a d20).

DOUBLE STRIKE (GENERAL)

PREREQUISITES: TWO OR MORE NATURAL WEAPONS

The creature gains the benefits of Two-Weapon Fighting with its natural weapons.

ENVOY FERSUN

Type: 4th Level Humanoid (Rankan Merchant Ordinary 4)
Size: Medium
Speed: 30 ft.
Abilities: Str 0, Dex +1, Con 0, Int +1, Wis +1, Cha +1
Skills: Diplomacy 7 (+10), Medicine 7 (+8), Knowledge (history) 7 (+8), Knowledge (streetwise) 7 (+8), Notice 7 (+8), Sense Motive 7 (+10)
Feats: Attack Focus (dagger)^B, Endurance^B, Talented (Diplomacy and Sense Motive)^B
Combat: Attack +1 (+1 Dex) or Attack +2 (dagger), Damage +1 (dagger), Defense Dodge/Parry +1/+0 (+1 Dex), Initiative +1
Saving Throws: Toughness +0, Fortitude +0, Reflex +1 (+1 Dex), Will +1 (+1 Wis)

FAT ALICE

Type: 2nd Level Humanoid (Wrigglie Prostitute Ordinary 2)
Size: Medium (barely)
Speed: 30 ft.
Abilities: Str +1, Dex -1, Con +2, Int 0, Wis +1, Cha +1
Skills: Bluff 5 (+8), Diplomacy 5 (+6), Intimidate 5 (+6), Notice 5 (+9), Sense Motive 5 (+8)
Feats: Jaded^{B†}, Skill Focus (Notice)^B, Talented (Bluff and Sense Motive)^B
Combat: Attack -1 (-1 Dex), Damage +3 (meat cleaver), Defense Dodge/Parry -1/+1 (-1 Dex or +1 Str), Initiative +0
Saving Throws: Toughness +2 (+2 Con), Fortitude +2 (+2 Con), Reflex -1 (-1 Dex), Will +2 (+1 Wis, +1 feat)

FENNIATH

Type: 4th Level Outsider (Native, Vice)
Size: Medium
Speed: 50 ft., climb 30 ft.
Abilities: Str +4, Dex +3, Con +3, Int -1, Wis +2, Cha +2
Skills: Acrobatics 7 (+18), Climb 0 (+12), Jump 7 (+11), Notice 7 (+12), Stealth 7 (+10), Survival 7 (+9)
Feats: Skill Focus (Notice), Track
Traits: Damage reduction 1/piercing, Darkvision 60 ft., Immune to Electricity and Poison, Resistance to Acid 4, Cold 4, Fire 4, Scent
Combat: Attack +7 (+4 base, +3 Dex), Damage +5 (claws) or Damage +7 (bite), Defense Dodge/Parry +7/ – (+4 base: +3 Dex), Initiative +3
Saving Throws: Toughness +9 (+3 Con, +6 natural), Fortitude +7 (+4 base, +3 Con), Reflex +7 (+4 base, +3 Dex), Will +6 (+4 base, +2 Wis)

Skills: Fenniath have a +8 bonus to Acrobatics and Climb checks. These fiends may always take 10 on a Climb check, even if rushed or threatened.

FERSUN'S BODYGUARDS

Reputation: +1

Type: 2nd Level Humanoid (Wrigglie Thug Expert 1/Warrior 1) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex 0, Con +1, Int -1, Wis -1, Cha 0
Skills: Bluff 4 (+4), Climb 4 (+5), Gather Information 4 (+4), Intimidate 5 (+10), Jump 4 (+5), Knowledge (streetwise) 5 (+6), Notice 4 (+3), Stealth 5 (+5)
Feats: All-out Attack, Armor Training (Light), Jaded^{B†}, Skill Focus (Intimidate)^B, Sneak Attack, Talented (Intimidate and Knowledge: streetwise)^B, Tough, Weapon Training
Combat: Attack +1 (+1 base), Damage +3 (club) or Damage +2 (knife), Defense Dodge/Parry +1/+2 (+1 base: +1 Str), Initiative +0
Saving Throws: Toughness +3 (+1 Con, +1 leather, +1 feat), Fortitude +1 (+1 Con), Reflex +2 (+2 base), Will -1 (-1 Wis)

GASTOV

Reputation: +2
Type: 4th Level Humanoid (Wrigglie Con Artist Expert 4) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str -1, Dex +1, Con 0, Int +2, Wis +1, Cha +3
Skills: Bluff 7 (+10), Craft (forgery) 7 (+9), Diplomacy 7 (+12), Disguise 7 (+10), Gather Information 7 (+10), Intimidate 7 (+12), Knowledge (streetwise) 7 (+9, +12 navigate the Maze +12), Notice 7 (+8), Search 7 (+9), Sense Motive 7 (+8), Sleight of Hand 7 (+8)
Feats: Armor Training (Light), Attack Focus (knife), Evasion, Iron Will, Jaded^{B†}, Maze Savvy^{B†}, Run, Sneak Attack (×2), Talented (Diplomacy and Intimidate)^B
Combat: Attack +4 (+3 base, +1 Dex) or Attack +5 (dagger), Damage +0 (dagger), Defense Dodge/Parry +4/+2 (+3 base: +1 Dex or -1 Str), Initiative +2
Saving Throws: Toughness +1 (+1 leather), Fortitude +1 (+1 base), Reflex +5 (+4 base, +1 Dex), Will +5 (+1 base, +1 Wis, +3 feats)

GREATER BENGIL CRAB

Type: 7th Level Supernatural Beast (Aquatic)
Size: Medium
Speed: 20 ft., swim 20 ft.
Abilities: Str +3, Dex 0, Con +3, Int -4, Wis 0, Cha -5
Skills: Notice 5 (+5), Stealth 5 (+5), Swim 0 (+11)
Feats: Attack Focus (claw), Improved Grab^B, Night Vision^B, Skill Focus (Stealth), Tough
Traits: Constrict, Darkvision 60 ft., Tremorsense 60 ft.
Combat: Attack +7 (+7 base, +1 feat), Damage +5 (claw), Defense Dodge/Parry +7/ - (+7 base), Initiative +0
Saving Throws: Toughness +12 (+3 Con, +9 natural), Fortitude +8 (+5 base, +3 Con), Reflex +5 (+5 base), Will +2 (+2 base)

HARIV THE RATCATCHER

Type: 1st Level Humanoid (Wrigglie Constable Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0
Skills: Intimidate 4 (+4), Knowledge (streetwise) 4 (+6), Notice 4 (+9), Search 4 (+4), Sense Motive 4 (+4)
Feats: Jaded^{B†}, Skill Focus (Notice)^B, Talented (Knowledge: local and Notice)^B
Combat: Attack -1 (-1 armor), Damage +2 (club), Defense Dodge/Parry -1/-1 (-1 armor), Initiative +0
Saving Throws: Toughness +1 (+1 leather), Fortitude +0, Reflex +0, Will +1 (+1 feat)

JACK AND ENROK

Type: 1st Level Humanoid (Wrigglie Thug Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex 0, Con +1, Int -1, Wis -1, Cha 0
Skills: Bluff 4 (+4), Climb 2 (+3), Gather Information 4 (+4), Intimidate 2 (+4), Jump 2 (+3), Knowledge (streetwise) 2 (+4)
Feats: Jaded^{B†}, Maze Savvy[†], Talented

(Intimidate and Knowledge: streetwise)^B
Combat: Attack +0, Damage +3 (club),
Defense Dodge/Parry +0/+1 (+1 Str),
Initiative +0
Saving Throws: Toughness +1 (+1 Con),
Fortitude +1 (+1 Con), Reflex +0, Will -1 (-
1 Wis)

KENSEL, FENSEL, AND BROD

Type: 1st Level Humanoid (Wriggling
Criminal ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con 0, Int 0, Wis 0,
Cha -1
Skills: Bluff 4 (+5), Gather Information 4 (+3),
Intimidate 4 (+3), Knowledge (streetwise) 4
(+4, +7 navigate the Maze), Notice 4 (+6)
Feats: Jaded^{B†}, Maze Savvy^{B†}, Talented (Bluff
and Notice)^B
Combat: Attack +1 (+1 Dex), Damage +4
(sword), Defense Dodge/Parry +1/+1 (+1
Dex or +1 Str), Initiative +2
Saving Throws: Toughness +1 (+1 leather),
Fortitude +0, Reflex +1 (+1 Dex), Will +1
(+1 feat)

LISLE

Type: 3rd Level Humanoid (Wriggling
Criminal Expert 3) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con 0, Int +1, Wis
+2, Cha +2
Skills: Bluff 6 (+10), Diplomacy 6 (+8),
Disable Device 6 (+7), Gather Information 6
(+8), Intimidate 6 (+8), Knowledge
(streetwise) 6 (+7), Notice 6 (+8), Search 6
(+7), Sleight of Hand 6 (+13), Stealth 6 (+8)
Feats: Armor Training (Light), Dodge Focus,
Evasion, Jaded^{B†}, Run, Skill Focus (Sleight
of Hand)^B, Sneak Attack (×2), Talented
(Bluff and Sleight of Hand)^B
Combat: Attack +4 (+2 base, +2 Dex),
Damage +2 (knife), Defense Dodge/Parry
+5/+3 (+2 base: +2 Dex, +1 feat or +1 Str),
Initiative +1
Saving Throws: Toughness +2 (+2 leather),
Fortitude +1 (+1 base), Reflex +5 (+3 base,

+2 Dex), Will +4 (+1 base, +2 Wis, +1 feat)

MACKLIN

Reputation: +1
Type: 4th Level Humanoid (Wriggling
Constable Warrior 4) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int 0, Wis
+1, Cha -1
Skills: Gather Information 7 (+6), Intimidate
7 (+6), Knowledge (streetwise) 7 (+9),
Notice 7 (+13), Sense Motive 7 (+8)
Feats: Armor Training (Heavy, Light), Attack
Focus (sword), Attack Specialization
(sword), Improved Initiative, Jaded^{B†}, Skill
Focus (Notice)^B, Talented (Knowledge:
streetwise and Notice)^B, Tough, Weapon
Training
Traits: Determination
Combat: Attack +6 (+4 base, +2 Dex) or
Attack +7 (sword), Damage +6 (sword) or
Damage +3 (crossbow), Defense
Dodge/Parry +6/+6 (+4 base: +2 Dex or +2
Str), Initiative +7; Conviction 4
Saving Throws: Toughness +6 (+2 Con, +3
chainmail, +1 feat), Fortitude +6 (+4 base,
+2 Con), Reflex +3 (+1 base, +2 Dex), Will
+3 (+1 base, +1 Wis, +1 feat)

MASTER WHOEVER "KARIZAL"

Reputation: +1
Type: 3rd Level Humanoid ('Nighter Bandit
warrior 1/expert 2)
Size: Medium
Speed: 30 ft.
Abilities: Str -1, Dex +2, Con +1, Int +2, Wis
0, Cha +1
Skills: Climb 2 (+1), Craft (chemical) 6 (+8),
Disguise 6 (+9), Escape Artist 2 (+4),
Handle Animal 6 (+7), Gather Information
2 (+3), Knowledge (streetwise) 6 (+8),
Medicine 2 (+2), Notice 6 (+8), Stealth 6
(+13), Survival 6 (+8)
Feats: Armor Training (Light), Attack Focus
(crossbow), Poison Use[†], Skill Focus
(Stealth)^B, Sneak Attack, Talented (Disguise
and Notice)^B, Talented (Stealth and
Survival)^B, Tough, Weapon Training

Traits: Determination

Combat: Attack +4 (+2 base, +2 Dex) or Attack +5 (crossbow), Damage +2 (sword) or Damage +3 (crossbow), Defense Dodge/Parry +4/+1 (+2 base: +2 Dex or -1 Str), Initiative +2; Conviction 4

Saving Throws: Toughness +4 (+1 Con, +2 studded leather, +1 feat), Fortitude +3 (+2 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +0

MINX

Type: 1st Level Humanoid (Wrigglic Beggar Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0

Skills: Bluff 4 (+6), Gather Information 4 (+4), Knowledge (streetwise) 4 (+4, +7 navigate the Maze), Notice 4 (+6), Sleight of Hand 4 (+4)

Feats: Jaded^{B†}, Maze Savvy^{B†}, Talented (Bluff and Notice)^B

Combat: Attack +0, Damage +0 (unarmed), Defense Dodge/Parry +0/ -, Initiative +1

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +1 (+1 feat)

PACE

Reputation: +2

Type: 4th Level Humanoid (Wrigglic Criminal expert 4) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con +1, Int +1, Wis +2, Cha 0

Skills: Bluff 7 (+7), Diplomacy 7 (+7), Disguise 7 (+7), Gather Information 7 (+9), Knowledge (streetwise) 7 (+11, +14 navigate the Maze), Notice 7 (+9), Search 7 (+8), Sense Motive 7 (+9), Sleight of Hand 7 (+11), Stealth 7 (+9), Survival 7 (+9)

Feats: Evasion, Improved Initiative, Jaded^{B†}, Maze Savvy^{B†}, Skill Focus (Knowledge: streetwise), Sneak Attack (×2), Talented (Gather Information, Sleight of Hand)^B, Uncanny Dodge, Weapon Training

Combat: Attack +5 (+3 base, +2 Dex),

Damage +3 (sword or crossbow), Defense Dodge/Parry +5/+3 (+3 base: +2 Dex or +0 Str), Initiative +5

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +6 (+4 base, +2 Dex), Will +3 (+1 base, +2 Wis, +1 feat)

PANTHER

Type: 3rd Level Animal

Size: Medium

Speed: 40 ft., climb 20 ft.

Abilities: Str +3, Dex +4, Con +2, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+12), Climb 0 (+11), Jump 0 (+11), Notice 6 (+10), Stealth 0 (+8, +12 in tall grass)

Feats: Double Strike, Improved Grab^B, Night Vision^B, Skill Focus (Notice)

Traits: Pounce, Rake, Scent

Combat: Attack +6 (+2 base, +4 Dex), Damage +5 (bite) or Damage +3 (claws) or Damage +1 (rake), Defense Dodge/Parry +6/ - (+2 base: +4 Dex), Initiative +4

Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +7 (+3 base, +4 Dex), Will +2 (+1 base, +1 Wis)

Pounce: If a panther charges a foe, it can attack a single target with both its claws and its bite in a single round.

PATHAS MEED

Reputation: +2

Type: 4th Level Humanoid (Ilsigi Mage Adept 4)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +2, Int +2, Wis -1, Cha +1

Skills: Concentration 7 (+11), Diplomacy 7 (+11), Gather Information 7 (+8), Handle Animal 7 (+8), Knowledge (life sciences) 7 (+9), Knowledge (the supernatural) 7 (+11), Notice 7 (+6)

Feats: Endurance, Iron Will^B, Power (×6), Skill Focus (Diplomacy)^B, Talented (Concentration and Knowledge: the supernatural)^B

Traits: Powers (rank 7, Int, save Difficulty 14, Blink +9, Fire Shaping +9, Illusion +9, Mind Touch +9, Sleep, Wind Shaping +9), The Talent

Combat: Attack +2 (+2 base) or Attack +3 (mwk dagger), Damage +2 (mwk dagger), Defense Dodge/Parry +2/+3 (+2 base: +1 Str), Initiative +0; Conviction 4

Saving Throws: Toughness +2 (+2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +1 (+1 base), Will +5 (+4 base, -1 Wis, +2 feat)

PEGRIN THE UGLY

Reputation: +2

Type: 4th Level Humanoid (Wrigglie Criminal Expert 4)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con +1, Int +1, Wis +2, Cha -2

Skills: Bluff 7 (+5), Diplomacy 7 (+5), Disable Device 7 (+8), Gather Information 7 (+7), Knowledge (streetwise) 7 (+8, +11 navigate the Maze), Notice 7 (+9), Search 7 (+8), Sense Motive 7 (+9), Sleight of Hand 7 (+11), Stealth 7 (+9)

Feats: Evasion, Improved Initiative, Jaded^{B†}, Maze Savvy^{B†}, Sneak Attack (×2), Talented (Gather Information and Sleight of Hand)^B, Tough, Uncanny Dodge, Weapon Training

Traits: Expertise

Combat: Attack +5 (+3 base, +2 Dex), Damage +2 (club), Defense Dodge/Parry +5/+3 (+3 base: +2 Dex), Initiative +7; Conviction 4

Saving Throws: Toughness +2 (+1 Con, +1 feat), Fortitude +2 (+1 base, +1 Con), Reflex +6 (+4 base, +2 Dex), Will +4 (+1 base, +2 Wis, +1 feat)

ROOSTER

Reputation: +1

Type: 2nd Level Humanoid (Wrigglie Thug Expert 1/Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis -1, Cha 0

Skills: Bluff 4 (+4), Climb 4 (+5), Gather

Information 4 (+4), Intimidate 5 (+10), Jump 4 (+5), Knowledge (streetwise) 5 (+6), Notice 4 (+3), Stealth 5 (+5)

Feats: All-out Attack, Armor Training (Light), Jaded^{B†}, Skill Focus (Intimidate)^B, Sneak Attack, Talented (Intimidate and Knowledge: streetwise)^B, Tough, Weapon Training

Combat: Attack +1 (+1 base), Damage +3 (club) or Damage +2 (knife), Defense Dodge/Parry +1/+2 (+1 base: +1 Str), Initiative +0

Saving Throws: Toughness +3 (+1 Con, +1 leather, +1 feat), Fortitude +1 (+1 Con), Reflex +2 (+2 base), Will -1 (-1 Wis)

ROSSA

Reputation: +1

Type: 3rd Level Humanoid (Wrigglie Courtier Expert 3) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con +1, Int +1, Wis 0, Cha +2

Skills: Bluff 6 (+13), Diplomacy 6 (+8), Gather Information 6 (+10), Intimidate 6 (+8), Knowledge (civics) 6 (+7), Knowledge (streetwise) 6 (+10), Notice 6 (+9), Sense Motive 6 (+6), Sleight of Hand 6 (+8), Stealth 6 (+8)

Feats: Contacts, Evasion, Jaded^{B†}, Skill Focus (Bluff)^B, Skill Focus (Knowledge: streetwise), Skill Focus (Notice), Sneak Attack (×2), Talented (Bluff and Gather Information)^B

Combat: Attack +4 (+2 base, +2 Dex), Damage +0 (unarmed), Defense Dodge/Parry +4/ – (+2 base: +2 Dex), Initiative +3

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 feat)

SAILORS

Type: 2nd Level Humanoid (Wrigglie Pirate Expert 1/Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con 0, Int -1, Wis -

1, Cha 0

Skills: Acrobatics 5 (+6), Bluff 4 (+4), Climb 4 (+5), Intimidate 5 (+7), Jump 4 (+5), Notice 5 (+7), Survival 4 (+3), Swim 5 (+8)

Feats: Armor Training (Light), Dodge Focus, Jaded^{B†}, Skill Focus (Notice)^B, Sneak Attack, Talented (Intimidate and Swim)^B, Tough, Weapon Training

Combat: Attack +2 (+1 base, +1 Dex), Damage +3 (scimitar) or Damage +3 (crossbow), Defense Dodge/Parry +3/+2 (+1 base: +1 Dex, +1 feat or +1 Str), Initiative +1

Saving Throws: Toughness +3 (+0 Con, +2 studded leather, +1 feat), Fortitude +0, Reflex +3 (+2 base, +1 Dex), Will +0 (-1 Wis, +1 feat)

SHAELAR

Reputation: +2

Type: 4th Level Humanoid (Ilsigi Mage Adept 4)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +2, Con 0, Int +3, Wis +1, Cha +1

Skills: Bluff 7 (+8), Concentration 7 (+10), Craft (chemical) 7 (+10), Knowledge (the supernatural) 7 (+15), Knowledge (streetwise) 7 (+10), Perform (storyteller) 7 (+8), Search 7 (+10), Sleight of Hand 7 (+9)

Feats: Dodge Focus, Iron Will^B, Mind over Body, Power (×5), Skill Focus (Knowledge: the supernatural)^B, Talented (Concentration and Knowledge: the supernatural)^B

Traits: Powers (rank 7, Int, save Difficulty 15, Fire Shaping +10, Flesh Shaping +10, Heart Shaping +10, Second Sight +10, Summon Beasts +10), The Talent

Combat: Attack +4 (+2 base, +2 Dex), Damage +1 (staff) or Damage +0 (knife), Defense Dodge/Parry +5/+1 (+2 base: +2 Dex, +1 feat or -1 Str), Initiative +2

Saving Throws: Toughness +1 (+1 Wis), Fortitude +2 (+1 base, +1 Wis), Reflex +3 (+1 base, +2 Dex), Will +7 (+4 base, +1 Wis, +2 feat)

SIKKINTAIRS AND DEAD MEN THUGS

Reputation: +1

Type: 2nd Level Human (Wrigglie Thug Expert 1/Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis -1, Cha 0

Skills: Bluff 5 (+5), Climb 4 (+5), Gather Information 4 (+4), Intimidate 5 (+7), Jump 4 (+5), Knowledge (streetwise) 5 (+6), Notice 4 (+6), Stealth 5 (+5)

Feats: All-out Attack, Armor Training (Light), Dodge Focus, Jaded^{B†}, Skill Focus (Notice)^B, Sneak Attack, Talented (Intimidate and Knowledge: streetwise)^B, Taunt

Combat: Attack +1 (+1 base), Damage +3 (club) or Damage +2 (dagger), Defense Dodge/Parry +2/+2 (+1 base: +1 feat or +1 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +1 (+1 Con), Reflex +2 (+2 base), Will +0 (-1 Wis, +1 feat)

SILENT BROTHERS

Type: 1st Level Humanoid (Wrigglie Bandit Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con 0, Int 0, Wis 0, Cha -1

Skills: Gather Information 4 (+3), Intimidate 4 (+3), Knowledge (streetwise) 4 (+4), Notice 4 (+4), Stealth 4 (+5)

Feats: Jaded^B, Skill Focus (Stealth)^B, Talented (Notice and Stealth)^B

Combat: Attack +1 (+1 Dex), Damage +2 (dagger), Defense Dodge/Parry +1/+1 (+1 Dex or +1 Str), Initiative +1

Saving Throws: Toughness +0, Fortitude +0, Reflex +1 (+1 Dex), Will +0

SORBETH

Reputation: +2

Type: 4th Level Humanoid (Wrigglie Merchant Adept 4) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +1, Con 0, Int +2, Wis +1, Cha +2

Skills: Concentration 5 (+5), Craft (chemical) 2 (+4), Diplomacy 7 (+11), Gather Information 7 (+9), Knowledge (life sciences) 7 (+9), Knowledge (streetwise) 7 (+11), Knowledge (the supernatural) 7 (+9), Medicine 3 (+4), Notice 0 (+4), Sense Motive 4 (+5)

Feats: Defensive Attack, Jaded^{B†}, Power (×5), Skill Focus (Notice)^B, Talented (Diplomacy and Knowledge: streetwise)^B

Traits: Powers (rank 7, Int, save Difficulty 14, Cure +9, Enhance Ability +9, Enhance Other +9, Mind Touch +9, Second Sight +9)

Combat: Attack +3 (+2 base, +1 Dex), Damage +3 (mace), Defense Dodge/Parry +3/+2 (+2 base: +1 Dex), Initiative +1

Saving Throws: Toughness +0, Fortitude +1 (+1 base), Reflex +2 (+1 base, +1 Dex), Will +6 (+4 base, +1 Wis, +1 feat)

SWARM OF RATS

Type: 4th Level Animal (Swarm)

Size: Tiny

Speed: 15 ft., climb 15 ft., swim 15 ft.

Abilities: Str -4, Dex +2, Con 0, Int -4, Wis +1, Cha -4

Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 4 (+8), Stealth 0 (+14) Swim 0 (+10)

Feats: Improved Initiative, Night Vision^B, Skill Focus (Notice)

Traits: Disease, Distraction, Half Damage from Slashing and Piercing Attacks, Scent, Swarm Traits

Combat: Damage +2 (swarm), Defense Dodge/Parry +7/ - (+3 base: +2 Dex, +2 size), Initiative +6

Saving Throws: Toughness -2 (-2 size), Fortitude +4 (+4 base), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Disease: Swarm attack; Fortitude Difficulty 12 negates; incubation 2 days; damage 1 Dex and 1 Con.

Distraction: A living creature that begins its turn with a swarm of rats in its space must succeed on a Difficulty 12 Fortitude save or become nauseated (*True20* 109) for 1 round.

Skills: Swarms of rats have a +4 bonus on Stealth checks and a +8 bonus on Acrobatics, Climb, and Swim checks. A swarm of rats can always choose to take 10 on a Climb or Swim check, even if rushed or threatened. A swarm of rats uses its Dexterity in place of Strength for Climb and Swim checks. A swarm of rats may run while swimming provided it moves in a straight line.

TRAINED ASSASSIN

Reputation: +1

Type: 3rd Level Humanoid (Caronese Hunter Expert 3)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int +1, Wis 0, Cha -1

Skills: Acrobatics 6 (+7), Bluff 6 (+9), Craft (chemical) 6 (+10), Disguise 6 (+5), Escape Artist 6 (+7), Gather Information 6 (+8), Intimidate 6 (+7), Knowledge (streetwise) 6 (+7), Notice 6 (+8), Stealth 6 (+9)

Feats: Armor Training (Light), Dodge Focus, Poison Use[†], Skill Focus (Craft: chemical), Skill Focus (Gather Information)^B, Sneak Attack, Talented (Bluff and Intimidate)^B, Talented (Notice and Stealth)^B, Weapon Training

Traits: Expertise

Combat: Attack +4 (+2 base, +2 Dex) or Attack +5 (mwk sword or mwk crossbow), Damage +5 (mwk sword) or Damage +3 (mwk crossbow), Defense Dodge/Parry +5/+4 (+2 base: +2 Dex, +1 feat or +2 Str), Initiative +2

Saving Throws: Toughness +3 (+1 Con, +2 mwk studded leather), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +1 (+1 base)

TYPICAL CULTIST

Reputation: +0

Type: 2nd Level Humanoid (Wrigglie Cultist Warrior 2) [minion]

Size: Medium

Speed: 40 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis 0,

Cha -1

Skills: Intimidate 5 (+9), Jump 5 (+6), Knowledge (philosophy and theology) 0 (+1), Notice 5 (+5), Survival 5 (+5)

Feats: All-out Attack, Armor Training (Light), Improved Speed, Improved Strike, Jaded[†]^B, Skill Focus (Intimidate)^B, Talented (Intimidate and Knowledge: philosophy and theology)^B, Tough

Combat: Attack +2 (+2 base), Damage +2 (unarmed strike), Defense Dodge/Parry +2/+3 (+2 base: +0 Dex or +1 Str), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +2 studded leather, +1 feat), Fortitude +4 (+3 base, +1 Con), Reflex +0, Will +1 (+1 feat)

TYPICAL IRRUNE WARRIOR

Reputation: +0

Type: 1st Level Humanoid (Irrune Adventurer Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis 0, Cha -1

Skills: Handle Animal 4 (+3), Jump 4 (+6), Ride 4 (+6), Survival 4 (+6)

Feats: All-out Attack, Armor Training (Light), Rage, Saddleborn^B, Talented (Jump and Survival)^B, Tough^B, Weapon Training

Combat: Attack +1 (+1 base), Damage +6 (greataxe) or Damage +4 (longbow), Defense Dodge/Parry +1/+2 (+1 base: +1 Str), Initiative +0

Saving Throws: Toughness +3 (+1 Con, +1 leather, +1 feat), Fortitude +3 (+2 base, +1 Con), Reflex +0, Will +0

TYPICAL GUARD

Reputation: +0

Type: 1st Level Humanoid (Rankan Soldier Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex 0, Con +1, Int -1, Wis 0, Cha -1

Skills: Diplomacy 0 (+1), Intimidate 4 (+5),

Knowledge (civics) 4 (+5), Notice 4 (+4), Sense Motive 4 (+4)

Feats: Armor Training (Heavy and Light), Attack Focus (sword)^B, Shield Training, Talented (Diplomacy and Sense Motive)^B, Talented (Intimidate and Knowledge: civics)^B, Weapon Training

Combat: Attack +1 (+1 base) or Attack +2 (sword), Damage +4 (sword) or Damage +3 (crossbow), Defense Dodge/Parry +1/+5 (+1 base: +1 Str, +3 large shield), Initiative +0

Saving Throws: Toughness +6 (+1 Con, +5 plate-mail), Fortitude +3 (+2 base, +1 Con), Reflex +0, Will +0

TYPICAL WATCHMAN

Type: 1st Level Humanoid (Wrigglie Constable Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0

Skills: Intimidate 4 (+4), Knowledge (streetwise) 4 (+4), Notice 4 (+4), Search 4 (+4), Sense Motive 4 (+4)

Feats: Jaded[†]^B, Skill Focus (Notice)^B, Talented (Knowledge: streetwise and Notice)^B

Combat: Attack +0, Damage +2 (club) or Damage +3 (crossbow), Defense Dodge/Parry +0/+0, Initiative +1

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +1 (+1 feat)

URCHINS

Type: 1st Level Humanoid (Wrigglie Beggar Ordinary 1)

Size: Small

Speed: 20 ft.

Abilities: Str -2, Dex 0, Con -2, Int -1, Wis 0, Cha 0

Skills: Bluff 2 (+2), Gather Information 2 (+2), Knowledge (streetwise) 4 (+5), Sleight of Hand 4 (+4), Stealth 2 (+8)

Feats: Jaded[†], Maze Savvy[†], Talented (Knowledge: streetwise and Stealth)

Combat: Attack +0, Damage +0 (knife), Defense Dodge/Parry +1/-2 (+1 size or -2 Str), Initiative +0

Saving Throws: Toughness -3 (-2 Con, -1 size), Fortitude -2 (-2 Con), Reflex +0, Will +1 (+1 feat)

YURLUND

Reputation: +2

Type: 4th Level Humanoid (Mrsevadan Acolyte Warrior 3/Adept 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +3, Int 0, Wis +1, Cha 0

Skills: Diplomacy 2 (+2), Handle Animal 6 (+6), Knowledge (philosophy and theology) 7 (+9), Medicine 7 (+10), Ride 6 (+8), Sense Motive 7 (+8)

Feats: All-out Attack, Armor Training (Heavy, Light), Brash^{bt}, Divine Gift[†], Dodge Focus^b, Power (×2), Talented (Knowledge: philosophy and theology and Medicine)^b, Weapon Training

Traits: Powers (rank 1, Wis, save Difficulty 11, Cure +2, Second Sight +2)

Combat: Attack +5 (+3 base, +2 Dex) or Attack +6 (mwk pole-arm), Damage +5 (pole-arm), Defense Dodge/Parry +6/+5 (+3 base: +2 Dex, +1 feat or +2 Str), Initiative +2; Conviction 1

Saving Throws: Toughness +7 (+3 Con, +4 breastplate), Fortitude +6 (+3 base, +3 Con), Reflex +3 (+1 base, +2 Dex), Will +1 (+1 Wis)

AERIK

Type: 1st Level Humanoid (Irrune Adventurer Warrior 1)
Size: Medium
Speed: 40 ft.
Abilities: Str +2, Dex +1, Con +2, Int 0, Wis +1, Cha 0
Skills: Handle Animal 0 (+2), Intimidate 4 (+4), Jump 4 (+6), Ride 4 (+7), Search 4 (+4), Survival 4 (+7)
Feats: Armor Training (Light), Improved Speed, Rage, Talented (Handle Animal and Ride)^B, Talented (Jump and Survival)^B, Tough^B, Weapon Training
Traits: Determination
Combat: Attack +2 (+1 base, +1 Dex), Damage +4 (greatsword) or +2 (shortbow), Defense Dodge/Parry +2/+3 (+1 base: +1 Dex or +2 Str), Initiative +1; Conviction 4
Saving Throws: Toughness +5 (+2 Con, +2 studded leather, +1 feat), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+1 Dex), Will +1 (+1 Wis)

ELYNA

Type: 1st Level Humanoid (S'danzo Prostitute Warrior 1)
Size: Medium
Speed: 30 ft.
Abilities: Str 0, Dex +2, Con +1, Int 0, Wis +2, Cha +1
Skills: Bluff 4 (+7), Diplomacy 0 (+3), Disguise 0 (+3), Gather Information 4 (+5), Notice 4 (+6), Sleight of Hand 4 (+6), Stealth 4 (+4)
Feats: Armor Training (Light), Attack Focus (sword), Attack Specialization (sword), Sighted^{B†}, Talented (Bluff and Diplomacy)^B, Talented (Disguise and Sleight of Hand)^B, Weapon Training
Traits: Determination, Power (rank 1, Wis, save Difficulty 12, Visions +3)
Combat: Attack +3 (+1 base, +2 Dex) or Attack +4 (sword), Damage +4 (sword) or Damage +3 (crossbow), Defense Dodge/Parry +3/+1 (+1 base: +2 Dex), Initiative +2
Saving Throws: Toughness +3 (+1 Con, +2

studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 Dex), Will +2 (+2 Wis)

ETALEA

Type: 1st Level Humanoid (Ilsigi Mage Adept 1)
Size: Medium
Speed: 30 ft.
Abilities: Str 0, Dex +2, Con +1, Int +2, Wis +1, Cha 0
Skills: Concentration 4 (+7), Craft (chemical) 4 (+6), Disguise 4 (+4), Knowledge (history) 4 (+6), Knowledge (streetwise) 4 (+6), Knowledge (the supernatural) 4 (+8), Notice 4 (+8)
Feats: Iron Will^B, Power (×3), Skill Focus (Notice)^B, Supernatural Focus (Fire Shaping), Talented (Concentration and Knowledge: the supernatural)^B
Traits: Powers (rank 4, Int, save Difficulty 12, Fire Shaping +9, Flesh Shaping +6, Heart Shaping +6), the Talent
Combat: Attack +2 (+2 Dex), Damage +1 (dagger), Defense Dodge/Parry +2/+0 (+2 Dex), Initiative +2; Conviction 4
Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+1 Con), Reflex +2 (+2 Dex), Will +3 (+2 base, +1 Wis)

LUCRETIVS

Type: 1st Level Humanoid (Rankan Priest Adept 1)
Size: Medium
Speed: 30 ft.
Abilities: Str 0, Dex 0, Con +1, Int +1, Wis +2, Cha +2
Skills: Concentration 4 (+5), Diplomacy 4 (+8), Knowledge (civics) 4 (+5), Knowledge (philosophy and theology) 4 (+5), Knowledge (the supernatural) 4 (+5), Sense Motive 4 (+8)
Feats: Eidetic Memory^B, Iron Will^B, Power (×4), Talented (Diplomacy and Sense Motive)^B
Traits: Powers (rank 4, Wis, save Difficulty 12, Cure +6, Enhance Other +6, Mind Touch +6, Suggestion +6), The Talent
Combat: Attack +0, Damage +2 (staff), Defense Dodge/Parry +0/+0, Initiative +0

Saving Throws: Toughness +1 (+1 Con),
Fortitude +1 (+1 Con), Reflex +0, Will +6
(+2 base, +2 Wis, +2 feat)

NEESHA VARRA

Type: 1st Level Humanoid (Wrigglie
Entertainer Expert 1)

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con +1, Int +1, Wis 0,
Cha +2

Skills: Acrobatics 4 (+5), Bluff 4 (+9),
Diplomacy 4 (+8), Disable Device 4 (+5),
Knowledge (streetwise) 4 (+5), Notice 4
(+4), Perform (sing) 4 (+8), Search 4 (+5),
Sleight of Hand 4 (+6), Stealth 4 (+6)

Feats: Armor Training (Light), Dodge Focus,
Jaded^{B†}, Skill Focus (Bluff)^B, Sneak Attack,
Talented (Diplomacy and Perform)^B,
Weapon Training

Traits: Expertise

Combat: Attack +2 (+2 Dex), Damage +3
(sword or crossbow), Defense
Dodge/Parry +3/+0 (+2 Dex, +1 feat),
Initiative +3; Conviction 4

Saving Throws: Toughness +2 (+1 Con, +1
leather), Fortitude +1 (+1 Con), Reflex +4
(+2 base, +2 Dex), Will +1 (+1 feat)