

Mansion of Shadows for Thieves World

By Robert J. Schwalb

This web enhancement adapts the creatures and characters found in *Mansion of Shadows* for the *Thieves' World* campaign setting. Nearly all of the adventure can be run as is, with little to no alteration, but the stat-blocks presented in this enhancement enable you to take advantage of the specific setting features described in the *Thieves' World Player's Manual*.

Placing the Mansion

The best place to locate this adventure is somewhere near the World Spine Mountains, or along the Sandrines Mountains northwest of Suma. Replace mention of Silverus with Firaqa and disregard any mention of the Ivory Ports. If you intend to link *Mansion of Shadows* to *Beyond the Towers*, you'll want to add the Carrion Swamp somewhere on the other side of the mountains. Finally, you'll want to drop the German-flavor of the names in favor of something more *Thieves' World* in flavor.

Random Encounters

The random encounters described in the Kirsvald Gazetteer present a selection of creatures, of which some are simply not appropriate for the setting, while others are. What follows is a listing of the random encounters, their massive damage thresholds (MDT), and replacement creatures (mostly drawn from *Shadowspawn's Guide to Sanctuary [SGtS]*) where appropriate. If you'd like to introduce creatures like bugbears and kobolds, you certainly can, though they probably (and most likely) don't exist in the Known World.

Adapting Random Encounters and Monsters

<i>Mansion of Shadows</i>	<i>Thieves' World</i>
Black bear	MDT 17
Boar	MDT 23
Bugbear	Replace with Ilsigi bandit (<i>SGtS</i> 205)
Cranial Wretch	MDT 13
Devil, lemure	MDT 14
Dire badger	MDT 22
Dire rat	MDT 9
Dire weasel	MDT 12
Dire wolf	MDT 24
Ghast	MDT —
Ghoul	MDT —
Giant eagle	MDT 19
Herlekin	MDT 18
Hippogriff	MDT 24
Imp	MDT 7
Knocker	MDT 20
Kobold	Replace with common bandit (<i>SGtS</i> 204)
Krenshar	MDT 14
Skeleton, human warrior	MDT —
Skeleton, wolf	MDT —
Spider, Tiny monstrous	MDT 2
Spider, Small monstrous	MDT 6
Spider, Medium monstrous	MDT 13
Spider, Large monstrous	MDT 20
Wolf	MDT 17
Zombie, human commoner	MDT —

Stat-Blocks

What follows are stat-blocks built using the *Thieves' World* rules. Skills marked with an "*" are background skills.

AMALINDA STAUFEN

CR 2

Female envy sinthral Rankan aristocrat initiate 1

Medium outsider (augmented human, native)

Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Rankene (S/W), Cirdonian (S), Nisi (S)

AC 15, touch 15, flat-footed 14

(+3 Dex, +2 profane)

hp 4 (1 HD); **MDT** 12

Immune acid and poison

Resist cold 10, electricity 10, fire 10

Fort +1, **Ref** +5, **Will** +4

Spd 30 ft. (6 squares)

Melee mwk punching dagger +0 (1d4-1/_3)

Ranged throwing dagger +3 (1d4-1/19-20)

Base Atk +0; **Grp** -1

Combat Gear *scroll of cause fear, potion of owl's wisdom, wand of burning hands* (15 charges)

Spellcasting +2

Caster Level 1st; **Safe Level** 1st

Spells Known (2):

1st (MT 20, price 1) — *command* (DC 14)

0 (MT 10, price 0/1) — *touch of fatigue* (melee touch -1, DC 12)

Spells Familiar (1):

0 (MT 10, price 0/1) — *ghost sound* (DC 12)

Spell-like Abilities (CL 1st):

1/day — *charm person* (DC 14), *detect thoughts* (DC 14), *undetectable alignment*

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 15, Cha 6

SQ eclectic sorcery

Reputation +0

Feats Alertness^B, Magical Aptitude^B, Spell Focus (enchantment)

Skills Concentration +5, Hide +9, Knowledge (arcana) +6, Knowledge (nobility and royalty) +4*, Listen +5, Move Silently +7, Sense Motive +6*, Spellcraft +8, Spot +5, Use Magic Device +4

Possessions combat gear plus masterwork punching dagger, 2 daggers

BERGEN

CR 4

Male Caronese Dyareelan cultist priest 4

Medium outsider (augmented human, extraplanar)

Init +1; **Senses** Listen +3, Spot +6

Languages Caronese (S), Rankene (S/W), Trade Tongue (S)

AC 13, touch 11, flat-footed 12

(+1 Dex, +1 armor, +1 natural)

hp 14 (4 HD); **MDT** 12

Fort +1, **Ref** +2, **Will** +6

Spd 30 ft. (6 squares)

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

Base Atk +2; **Grp** +1

Special Actions commanding presence

Combat Gear dose of large scorpion venom, flask of acid, *wand of summon monster II* (CL 5th, 6 charges)

Spellcasting +5; **Ritualcasting** +7

Caster Level 4th; **Safe Level** 2nd

Spells Known (9+2): 2nd

2nd (MT 30, price 2) — *bold person* (DC 16), *shatter* (DC 16)^D, *summon monster II*

1st (MT 20, price 1)—*cause fear* (DC 15), *circle of protection*, *command* (DC 15), *doom* (DC 15), *lesser confusion* (DC 15)^D

0 (MT 10, price 0/1)—*light*, *resistance*, *touch of fatigue* (DC 14)

Spells Familiar (7):4th

4th (MT 50, price 4 lethal)—*lesser planar ally*, *summon monster IV*

3rd (MT 40, price 3 lethal)—*animate dead*, *dispel magic*

2nd (MT 30, price 2)—*shield of faith*

1st (MT 20, price 1)—*divine favor*, *summon monster I*

D: Domain spell. **Domains:** Catastrophe (evasion to own spells), Madness (Insanity 2; 1/day, clarity +2)

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 12

SQ haggler, watcher

Reputation +1

Feats Damned (see adventure), Persuasive^B, Skill Focus (Knowledge: arcana)

Skills Bluff +8 (+10 against evil outsiders), Diplomacy +12 (+14 against evil outsiders), Disguise +4, Hide +4, Intimidate +5 (+8 against good, +7 against evil outsiders)*, Knowledge (arcana) +12, Knowledge (religion) +11*, Listen +3, Profession (merchant) +5, Search +3, Sense Motive +10, Spellcraft +3, Spot +6

Possessions combat gear plus masterwork dagger, *amulet of natural armor* +1, *bracers of armor* +1, holy symbol of Vashanka, unholy symbol of Dyareela.

ELZBETH STAUFEN

CR 2

Female Rankan aristocrat aristocrat 2, initiate 1

Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Cirdonian (S), Nisi (S), Rankene (S/W)

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 9 (3 HD); **MDT** 9

Fort -1, **Ref** +3, **Will** +4

Spd 30 ft. (6 squares)

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

Base Atk +1; **Grp** +1

Combat Gear *scroll of summon monster III* (CL 10th, used in **Part One**), dose of medium spider venom, *potion of convert light wounds*

Spellcasting +2

Caster Level 1st; **Safe Level** 1st

Spells Known (2):

1st (MT 20, price 1)—*cause fear* (DC 13)

0 (MT 10, price 0/1)—*daze* (DC 12)

Spells Familiar (2):

0 (MT 10, price 0/1)—*detect magic*, *read magic*

Ur-words (CL 3rd; check +1):

Simple (DC 15)—*mage armor*, *shield*

Abilities Str 11, Dex 12, Con 9, Int 15, Wis 9, Cha 16

SQ eclectic sorcery

Reputation +1

Feats Magical Aptitude^B, Simple Ur-Word Proficiency, Skill Focus (Craft: poisonmaking)

Skills Bluff +8, Concentration +1, Craft (poisonmaking) +7, Decipher Script +5, Diplomacy +14*, Disguise +3 (+5 acting), Intimidate +5, Knowledge (arcana) +7, Knowledge (history) +4, Knowledge (nobility and royalty) +7, Listen +4, Sense Motive +6*, Spellcraft +6, Spot +4

Possessions combat gear plus masterwork dagger, 3 doses of striped toadstool, 2 doses of dark reaver powder, wedding ring (20 so), key to **Room 14**

ERICH STAUFEN**CR 2**

Male pride sinthrall Rankan soldier cavalier 1
 Medium outsider (augmented human, native)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Aura superiority (20-ft. radius, DC 11, 1/day)
Languages Rankene (S/W)

AC 20, touch 12, flat-footed 20
 (+0 Dex, +6 armor, +2 shield, +2 profane)

hp 7 (1 HD); **MDT** 18

Immune acid and poison

Resist cold 10, electricity 10, fire 10

Fort +1, **Ref** +0, **Will** +1

Spd 20 ft. in splint mail (4 squares), base speed 30 ft.

Melee mwk bastard sword +6 (1d10+4/19–20)

Ranged composite longbow +1 (1d8/_3)

Base Atk +1; **Grp** +5

Atk Options Mounted Combat, Power Attack

Combat Gear flask of acid, *potion of covert light wounds*

Abilities Str 19, Dex 11, Con 12, Int 10, Wis 8, Cha 12

SQ discerning eye +1

Reputation +1

Feats Alertness^B, Exotic Weapon Proficiency (bastard sword), Mounted Combat^B, Negotiator^B

Skills Diplomacy +7, Intimidate +7*, Listen +1, Ride +9*, Sense Motive +1, Spot +1

Possessions combat gear plus masterwork splint mail, heavy steel shield, masterwork bastard sword, composite longbow with 20 arrows, signet ring, 15 soldats, key to **Room 3**

Aura of Superiority (Su) Once per day as a swift action, Erich can create an aura of superiority for 1 round. All creatures in the area that fail their save take a –2 penalty to attacks, damage rolls, saves, and checks for 1 round.

Discerning Eye (Ex) As Appraise skill, but for weapons, armor, and steeds.

HELMUT STAUFEN**CR 1**

Male Rankan soldier godsworn 1
 Medium humanoid (human)
Init +0; **Senses** Listen +1, Spot +1
Languages Rankene (S/W)

AC 18, touch 10, flat-footed 18
 (+0 Dex, +6 armor, +2 shield)

hp 6 (1 HD); **MDT** 19

Fort +2, **Ref** +1, **Will** +2

Spd 20 ft. in splint mail (4 squares), base speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20) or
 silver dagger +2 (1d4+2/19–20)

Ranged composite longbow +1 (1d8/_3)

Base Atk +1; **Grp** +3

Atk Options smite enemy 1/day (+1 attack, +1 damage)

Combat Gear *potion of covert light wounds*

Ritualcasting +1; **Caster Level** 1st

Spells Known (2):

1st (MT 20, price 1) — *divine favor*, *shield of faith*

Spells Familiar (1):

0 (MT 10, price 0/1) — *guidance*

Abilities Str 14, Dex 10, Con 13, Int 8, Wis 12, Cha 15

Reputation +0

Feats Skill Focus (Ride)^B, Weapon Focus (longsword)

Skills Diplomacy +4, Handle Animal +4*, Knowledge (religion) +1, Listen +1, Ride +4*, Sense Motive +3, Spot +1

Possessions combat gear plus splint mail, heavy steel shield, masterwork longsword, silver dagger, composite longbow with 20 arrows, light warhorse (Champion) with military saddle, bit and bridle, saddlebags with 2 days feed, backpack with bedroll, healer's kit, 2 days trail rations, flint and steel, waterskin, 22 soldats

JACK STAUFEN

CR 2

Male lust sinthrall Rankan courtier fighter 1
Medium outsider (augmented human, native)

Init +2; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Rankene (S/W)

AC 19, touch 14, flat-footed 17

(+2 Dex, +4 armor, +1 shield, +2 profane)

hp 7 (1 HD); **MDT** 19

Immune acid and poison

Resist cold 10, electricity 10, fire 10

Fort +4, **Ref** +2, **Will** -3

Spd 30 ft. (6 squares)

Melee mwk whip +4 (1d3+2 nonlethal) or

Melee dagger +3 (1d4+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Base Atk +1; **Grp** +3

Special Actions lust 1/day

Combat Gear *potion of convert light wounds*, *potion of eagle's splendor*

Abilities Str 14, Dex 15, Con 15, Int 8, Wis 4, Cha 16

Reputation +0

Feats Alertness^B, Exotic Weapon Proficiency (whip), Skill Focus (Diplomacy)^B

Skills Bluff +7, Diplomacy +9 (+11 recognized)*, Intimidate +7, Listen -1, Sense Motive -1*, Spot -1

Possessions combat gear plus chain shirt, buckler, masterwork whip, 3 daggers

Lust (Sp) Once per day, Jack can target a single creature within 30 feet. The target must succeed on a DC 13 Will or have his attitude improved to helpful for 1 hour

KRIS STAUFEN

CR 1

Male sloth sinthrall Rankan academic aristocrat 1

Medium outsider (augmented human, native)

Init -2; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Cirdonian (S/W), Ilsigi (S), Rankene (S/W)

AC 10, touch 10, flat-footed 10

(-2 Dex, +2 profane)

hp 4 (1 HD); **MDT** 11

Immune acid and poison

Resist cold 10, electricity 10, fire 10

Fort +0, **Ref** -2, **Will** +6

Spd 30 ft. (6 squares)

Melee mwk dagger +0 (1d4-1/19-20)

Base Atk +0; **Grp** -1

Combat Gear *potion of shield of faith* +4

Spell-like Abilities (CL 1st):

2/day—suggestion (DC 16)

Abilities Str 8, Dex 6, Con 11, Int 17, Wis 18, Cha 12

Reputation +1

Feats Ability Focus (*suggestion*), Alertness^B, Skill Focus (Diplomacy)^B

Skills Appraise +7, Bluff +5, Diplomacy +11, Intimidate +5, Knowledge (geography) +5*, Knowledge (history) +12*, Listen +10, Sense Motive +8, Spot +10

Possessions combat gear plus masterwork dagger

KYLE ROSEN

CR 2

Male Rankan constable warrior 3

Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Rankene (S/W)

AC 19, touch 9, flat-footed 19

(-1 Dex, +8 armor, +2 shield)

hp 16 (3 HD); **MDT** 20

Fort +4, **Ref** +0, **Will** +1

Spd 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk bastard sword +6 (1d10+1/19-20) or

Melee mwk club +5 (1d6+1)

Ranged mwk heavy crossbow +3 (1d10/19-20)

Base Atk +3; **Grp** +4

Combat Gear *potion of convert light wounds*

Abilities Str 13, Dex 8, Con 12, Int 9, Wis 11, Cha 10

Reputation +1

Feats Exotic Weapon Proficiency (bastard sword), Skill Focus (Intimidate)^B, Weapon Focus (bastard sword)

Skills Gather Information +2*, Intimidate +3, Listen +3, Sense Motive +2 (+4 sense lies)*, Spot +3

Possessions combat gear plus full plate, heavy steel shield, masterwork bastard sword, masterwork club, masterwork heavy crossbow with 10 bolts

LEANOR STAUFEN

CR 1

Female gluttony sinthrall Rankan courtier aristocrat 1

Medium outsider (augmented human, native)

Init +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Rankene (S/W)

AC 13, touch 13, flat-footed 12

(+1 Dex, +2 profane)

hp 8 (1 HD); **MDT** 19

Immune acid and poison

Resist acid 10, electricity 10, fire 10

Fort +4, **Ref** +1, **Will** +2

Spd 30 ft. (6 squares)

Melee mwk battle axe +2 (1d8+1/_3)

Base Atk +0; **Grp** +1

Special Actions vomit

Combat Gear *arcane scroll of spider climb*, flask of acid, *potion of convert light wounds*

Abilities Str 13, Dex 12, Con 19, Int 10, Wis 10, Cha 6

Reputation +1

Feats Ability Focus (vomit), Alertness^B, Skill Focus (Use Magic Device)^B

Skills Concentration +11, Diplomacy +0*, Listen +8, Search +4, Sense Motive +2*, Spot +8, Use Magic Device +3

Possessions combat gear plus masterwork battleaxe, *scroll of create food and water*, several chickens for a snack

Vomit (Ex) 1/day, 20-ft. cone, damage 2d4 acid, Reflex DC 16 half.

MANSION GUARDS**CR 1/2**

Male Rankan soldier warrior 1

Medium humanoid

Init -1; **Senses** Listen +2, Spot +5**Languages** Rankene (S/W)**AC** 17, touch 9, flat-footed 17

(-1 Dex, +6 armor, +2 shield)

hp 5 (1 HD); **MDT** 18**Fort** +3, **Ref** -1, **Will** +0**Spd** 20 ft. in splint mail (4 squares), base speed 30 ft.**Melee** mwk longsword +3 (1d8+1/19-20)**Ranged** light crossbow +0 (1d8/19-20)**Base Atk** +1; **Grp** +2**Abilities** Str 13, Dex 9, Con 12, Int 8, Wis 11, Cha 10**Reputation** +0**Feats** Rapid Reload (light crossbow), Skill Focus (Spot)^B**Skills** Listen +2, Spot +5**Possessions** masterwork splint mail, heavy steel shield, masterwork longsword, light crossbow with 10 bolts, 1d10 soldats**MANSION SOLDIERS****CR 1**

Male Twandan mercenary warrior 2

Male humanoid (human)

Init +1; **Senses** Listen +1, Spot +1**Languages** Rankene (S), Twandan (S)**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 11 (2 HD); **MDT** 17**Fort** +7 (+11 against ingested poison), **Ref** +1, **Will** +1**Spd** 20 ft. in scale (4 squares), base speed 30 ft.**Melee** mwk greatsword +5 (2d6+3/19-20)**Ranged** light crossbow +3 (1d8/19-20)**Base Atk** +2; **Grp** +4**Combat Gear** 2 *potions of convert light wounds*, *potion of shield of faith* +2**Abilities** Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8**Reputation** +0**SQ** mercenary trait**Feats** Great Fortitude^B, Toughness**Skills** Intimidate +5*, Listen +1, Ride +7*, Spot +1**Possessions** combat gear plus masterwork scale mail, masterwork greatsword, light crossbow with 10 bolts, 1d20 soldats**PETRA HANDELL****CR 2**

Female Cirdonian hunter ranger 2

Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6**Languages** Cirdonian (S), Rankene**AC** 15, touch 12, flat-footed 13; Two-Weapon Defense

(+2 Dex, +3 armor)

hp 11 (2 HD); **MDT** 16**Fort** +4, **Ref** +5, **Will** +2**Spd** 30 ft. (6 squares)**Melee** mwk scimitar +5 (1d6+2/18-20) or**Melee** mwk scimitar +3 (1d6+2/18-20) and**Melee** mwk kukri +3 (1d4+1/18-20)

Ranged mwk composite longbow (Str +2) +5 (1d8+2/_3)

Base Atk +2; **Grp** +4

Atk Options favored enemy (goblinoids) +2

Combat Gear *potion of barkskin, potion of bull's strength, 2 potions of convert light wounds*

Abilities Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10

Reputation +0

SQ favored environment (mountains), favored terrain (mountains)

Feats Endurance, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B

Skills Bluff -2, Diplomacy +0 (+3 when recognized), Hide +9 (+13 in mountains)*, Knowledge (geography) +4, Listen +6 (+8 in mountains), Move Silently +7 (+11 in mountains), Search -1 (+1 in mountains), Sense Motive +3, Spot +6 (+8 in mountains), Survival +8 (+10 in mountains)*

Possessions combat gear plus masterwork studded leather, masterwork scimitar, masterwork kukri, masterwork composite longbow (Strength +2) with 20 arrows.

ROSALIN STAUFEN

CR 2

Female greed sinthrall Rankan courtier rogue 1

NE Medium outsider (augmented human, native)

Init +5; **Senses** darkvision 60 ft.; Listen +5, Spot +8

Languages Cirdonian (S), Ilsigi (S/W), Rankene (S/W), Twandan (S)

AC 18, touch 15, flat-footed 15; **Dodge**

(+3 Dex, +3 armor, +2 profane)

hp 4 (1 HD); **MDT** 16

Immune acid and poison

Resist cold 10, electricity 10, fire 10

Fort +1, **Ref** +5, **Will** -1

Spd 30 ft. (6 squares)

Melee mwk rapier +0 (1d6-1/18-20)

Ranged mwk hand crossbow +4 (1d4/19-20)

Base Atk +0; **Grp** -1

Atk Options +4 to disarm and grab, sneak attack +1d6

Combat Gear *potion of convert light wounds, potion of shield of faith* +2

Abilities Str 8, Dex 17, Con 13, Int 18, Wis 8, Cha 8

Reputation +0

SQ trapfinding

Feats Alertness^B, Dodge, Skill Focus (Spot)^B

Skills Appraise +10, Bluff +5*, Decipher Script +8, Disable Device +8, Gather Information +1, Hide +7, Intimidate +3, Listen +5, Move Silently +7, Open Lock +7, Search +8, Sleight of Hand +9, Spot +8, Use Magic Device +3

Possessions combat gear plus masterwork studded leather, masterwork rapier, masterwork hand crossbow with 10 bolts

VALDRIC STAUFEN

CR 2

Male Rankan aristocrat aristocrat 3

Medium humanoid (human)

Init +0; **Senses** Listen +2, Spot +2

Languages Rankan (S/W)

AC 17, touch 11, flat-footed 17

(+0 Dex, +4 armor, +2 shield, +1 deflection)

hp 16 (3 HD); **MDT** 17

Fort +3, **Ref** +2, **Will** +3

Spd 30 ft. (6 squares)

Melee mwk longsword +6 (1d8+2/19-20) or

Melee dagger +4 (1d4+2/19-20)

Ranged dagger +2 (1d4+2/19-20)

Base Atk +2; **Grp** +4

Atk Options Mounted Combat

Combat Gear *potion of convert light wounds*

Abilities Str 14, Dex 11, Con 13, Int 11, Wis 9, Cha 14

Reputation +1

Feats Mounted Combat, Negotiator^B, Weapon Focus (longsword)

Skills Appraise +6, Bluff +8, Diplomacy +14, Disguise +2 (+4 acting), Intimidate +4, Knowledge (nobility & royalty) +8*, Listen +2, Ride +8*, Sense Motive +1, Spot +2

Possessions combat gear plus chain shirt, heavy steel shield, masterwork longsword, dagger, *signet ring of protection* +1, *cloak of resistance* +1, Staufen mansion, gold wedding ring (20 soldats)

VILLAGE GUARDS

CR 1/2

Male or female Rankan constable warrior 1

Medium humanoid (human)

Init +0 **Senses** Listen +2 Spot +5

Languages Rankene (S/W)

AC 17, touch 10, flat-footed 17
(+0 Dex, +5 armor, +2 shield)

hp 4 (1 HD); **MDT** 16

Fort +2, **Ref** +0, **Will** +0

Spd 20 ft. in chainmail (4 squares), base speed 30 ft.

Melee longsword +1 (1d8/19–20)

Ranged spear +2 (1d8/_3)

Base Atk +1; **Grp** +1

Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

Reputation +0

Feats Skill Focus (Spot)^B, Weapon Focus (spear)

Skills Gather Information +2*, Intimidate +4, Listen +4, Sense Motive +2, Spot +4

Possessions chainmail, heavy wooden shield, spear, longsword

VIXEN

CR 1/2

Female aasimar expert 1

Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Celestial (S), Rankene (S)

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

hp 4 (1 HD); **MDT** 12

Resist acid 5, cold 5, and electricity 5

Fort +1, **Ref** +2, **Will** +4

Spd 30 ft. (6 squares)

Melee mwk dagger +3 (1d4–1/19–20)

Base Atk +0; **Grp** –1

Spell-like Abilities (CL 1st):

1/day—*daylight*

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 17

Reputation +0

Feats Weapon Finesse

Skills Bluff +7, Diplomacy +7, Intimidate +7, Listen +8, Spot +8, Tumble +6

Possessions masterwork dagger