

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 (Wriggle
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 (Wriggle
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 (Wriggle
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 (Wrigglie 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 (Wrigglie 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 (Ilsgi 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)