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

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Stat-Blocks

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

**A MALINDA STAUFEN**

CR 2

Female envy sinthral Rankan aristocrat initiate 1

Medium outsider (augmented human, native)

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

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

<table>
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<tr>
<th>AC 15, touch 15, flat-footed 14</th>
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<td>(+3 Dex, +2 profane)</td>
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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 (1d4–1/5)

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, Magical Aptitude, 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 Caronnese Dyareelan cultist priest 4

Medium outsider (augmented human, extraplanar)

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

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

<table>
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<th>AC 15, touch 11, flat-footed 12</th>
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<td>(+1 Dex, +1 armor, +1 natural)</td>
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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)—hold person (DC 16), sbatter (DC 16), 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)

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

**Spells Familiar (7):**

- 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, watch

**Reputation +1**

**Feats**

- Damned (see adventure), Persuasive B, Skill Focus (Knowledge: arcana)
- Magical Aptitude B, Simple Ur-Word Proficiency, Skill Focus (Craft: poisonmaking)

**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 (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.

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**ELIZABETH STAUFEN**

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 15)
- 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)
- Skill Focus (Knowledge: history)

**Skills**

- Bluff +8, Concentration +1, Craft (poisonmaking) +7, Decipher Script +5, Diplomacy +14 *,
- Disguise +5 (+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 sinthral 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, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Negotiator
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 15, Int 8, Wis 12, Cha 15
Reputation +0
Feats Skill Focus (Ride), 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
Male lust sinthroll 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 AlertnessB, 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 15 Will or have his attitude improved to helpful for 1 hour

KIRI STAUFEN
Male sloth sinthroll 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), AlertnessB, 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

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Possessions combat gear plus masterwork dagger

**KYLE ROSEN**

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)\(^a\), 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**

Female gluttony sintharl 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 15, 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
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)
Skills Listen +2, Spot +5
Possessions masterwork splint mail, heavy steel shield, masterwork longsword, light crossbow with 10 bolts, 1d10 soldats

MANSION SOLDIERS
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, 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
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, +5 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†, Two-Weapon Defense, Two-Weapon Fighting†
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
Female greed sinthral 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, +5 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 Alertness⁹, Dodge, Skill Focus (Spot)⁹
Skills Appraise +10, Bluff +5⁹, Decipher Script +8, Disable Device +8, Gather Information +1, Hide +7, Intimidate +5, 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
Male Rankan aristocrat aristocrat 3
Medium humanoid (human)
Init +0; Senses Listen +2, Spot +2
Languages Rankan (S/W)

AC 18, touch 11, flat-footed 18
(+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, 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/+5)
Base Atk +1; Grp +1

Abilities  Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10
Reputation  +0
Feats  Skill Focus (Spot), 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