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*.

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**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†, Skill Focus (Notice)†, Talented (Intimate and Knowledge: streetwise)‡, 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)

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**ARION SWAN**

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, +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†, Skill Focus (Notice)†, Talented (Knowledge: streetwise and Notice)†, 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)

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**APOSTLES OF NATURE**

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, removes skills: Bluff 4 (+3), Intimidate 4 (+3), Knowledge (streetwise) 4 (+6), Notice 4 (+10), Sense Motive 4 (+5)  
Feats: Defensive Attack, Dodge Focus (×2), Inspire (competence, complacency, +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†, Skill Focus (Notice)†, Talented (Knowledge: streetwise and Notice)†, 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)
courage), Leadership, Lightning Reflexes, Master Plan, Talented (Bluff and Sense Motive), Talented (Diplomacy and Intimidate), 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†, Skill Focus (Notice)†, Talented (Diplomacy and Perform: courtesan)†

**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†, Skill Focus (Knowledge: business), Skill Focus (Search), Talented (Bluff and Intimidate), Talented (Diplomacy and Sense Motive)†, Talented (Knowledge: business and Knowledge: streetwise)†, 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)

### 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, Power
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), Endurance, Talented (Diplomacy and Sense Motive)
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)

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
Feats: All-out Attack, Armor Training (Light), Jaded†, Skill Focus (Intimidate)®, Sneak Attack, Talented (Intimidate and Knowledge: streetwise)®, 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)

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®, Night Vision®, 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†, Skill Focus (Notice)®, Talented (Knowledge: local and Notice)®
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†, Maze Savvy†, Talented
**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†, Maze Savvy†, Talented (Bluff and Notice)†
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), Steal 6 (+8)
Feats: Armor Training (Light), Dodge Focus, Evasion, Jaded†, Run, Skill Focus (Sleight of Hand)†, Sneak Attack (×2), Talented (Bluff and Sleight of Hand)†
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)

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**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†, Skill Focus (Notice)†, Talented (Knowledge: streetwise and Notice)†, 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 (Night 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)†, Sneak Attack, Talented (Disguise and Notice)†, Talented (Stealth and Survival)†, 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 +3 (+1 base, +2 Wis, +1 feat)

**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†, Maze Savvy†, Talented (Bluff and Notice)†

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

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

**PANCE**

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†, Night Vision†, 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†, Power (×6), Skill Focus (Diplomacy)†, Talented (Concentration and Knowledge: the supernatural)†
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)

REGRIN 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†, Maze Savvy†, Sneak Attack (×2), Talented (Gather Information and Sleight of Hand)†, 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†, Skill Focus (Intimidate)†, Sneak Attack, Talented (Intimidate and Knowledge: streetwise)†, 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†, Skill Focus (Bluff)†, Skill Focus (Knowledge: streetwise), Skill Focus (Notice), Sneak Attack (×2), Talented (Bluff and Gather Information)†

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

Reputation: +1
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
Feats: Armor Training (Light), Dodge Focus, Jaded†, Skill Focus (Notice)§, Sneak Attack, Talented (Intimidate and Swim)§, 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)

SHEALAR
Reputation: +2
Type: 4th Level Humanoid (Ilisi 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§, Mind over Body, Power (×5), Skill Focus (Knowledge: the supernatural)§, Talented (Concentration and Knowledge: the supernatural)§
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

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
Feats: Jaded§, Skill Focus (Stealth)§, Talented (Notice and Stealth)§
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†, Power (×5), Skill Focus (Notice)†, Talented (Diplomacy and Knowledge: streetwise)†
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 –1
Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 4 (+8), Stealth 0 (+14) Swim 0 (+10)
Feats: Improved Initiative, Night Vision†, 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 (Caronnese 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)†, Sneak Attack, Talented (Bluff and Intimidate)†, Talented (Notice and Stealth)†, 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†, Skill Focus (Intimidate)⁸, Talented (Intimidate and Knowledge: philosophy and theology)⁸, 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, Saddleborn⁸, Talented (Jump and Survival)⁸, Tough⁸, 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)⁸, Shield Training, Talented (Diplomacy and Sense Motive)⁸, Talented (Intimidate and Knowledge: civics)⁸, 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†, Skill Focus (Notice)⁸, Talented (Knowledge: streetwise and Notice)⁸

**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)

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**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†, Divine Gift†, Dodge Focus§, Power (×2), Talented (Knowledge: philosophy and theology and Medicine)§, 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), Talented (Jump and Survival), Tough, Weapon Training

**Traits:** Determination

**Combat:** Attack +2 (+1 base, +1 Dex), Damage +4 (greataxe) 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)

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**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, Talented (Bluff and Diplomacy), Talented (Disguise and Sleight of Hand), Weapon Training

**Traits:** Determination, Power (rank 1, Wis, save Difficulty 12, Visions +3)

**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)

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**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, Power ×3, Skill Focus (Notice), Supernatural Focus (Fire Shaping), Talented (Concentration and Knowledge: the supernatural)

**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)

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**Lucretius**

**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, Iron Will, Power ×4, Talented (Diplomacy and Sense Motive)

**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)

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**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†, Skill Focus (Bluff)§, Sneak Attack, Talented (Diplomacy and Perform)§, 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)