

THE TINY FURIES

"Nobody embodies the term "death from below" as frantically as the Tiny Furies. This team of small barbarians may seem amusing, even adorable for some, but I have seen the buzzing swarm of carnage they create."
~ Sinclair

Known for their brutality and fearlessness, the Tiny Furies make the perfect hire for those who need to sabotage an operation or create a chaotic diversion. However, counting on them for stealth operations or a surgical strike tends to bring unintended consequences, as each member of this group is as clumsy and volatile as they are effective.

History

The Tiny Furies were founded by Ribbin Kneecapper, a young halfling of controversial reputation. Born and raised in the slums of a very prosperous but unequal city, Ribbin refused to accept his seemingly meek fate. He was determined to defy the stereotypes accompanying his diminutive size and humble origins, and become a respected figure that inspired fear and admiration rather than pity and disgust. To fulfill his ambitions, he assembled a troupe of sellswords: people of similar situation and stature, hungry for riches and excitement. Together they built a reputation as the fiercest mercenary guild of the city. It didn't take long for everyone to see that this ragtag group of small warriors was also one of the most chaotic forces the underworld had ever conceived.

Philosophy

The Furies' official purpose is to improve the smaller citizens' quality of life. Their headquarters provide work, a home to live in, and a new family for others of their size. Loot is distributed equally among those who participate in missions and the injured receive the best care available. However, their messy ways and some of the members' unmatched greed have done very little to help the Furies' reputation or employability outside the guild. Nevertheless, so far they have proven to be an effective source of refuge and empowerment, one that brings wealth to those willing to fight for it.

Operations

Contrary to popular belief, not all mercenaries take just any work. After a few dozen spy and intrigue missions ended in disaster, the Tiny Furies limited their activities to contracts requiring less finesse and more excitement. Playing to their strength, this guild specializes in gang fights, bodyguarding, and sabotages, or, as they would cynically call it, "engagement and countermeasures." Their chaotic ways, lack of subtlety, and generally blunt and simple demeanor keep them away from contracts involving assassinations and political machinations. They do, however, have a taste for wreaking havoc in the upper city and wealthy neighborhoods. They have been known to waive their fees on occasion for a contract that would bring joy to their heart.

The Ticking Shelf

The Tiny Furies' headquarters—also known as the Ticking Shelf—is an ironically huge house just outside the noble district. While the exterior looks like a traditional mansion, the insides are truly unique. The common area has been converted into a functioning tavern, with its customary noises and smells, while simultaneously being fully decorated with the most opulent and extravagant details the higher echelons of the city would find extremely tacky. Each Fury has its individual room, but most spend their time in the makeshift tavern, smoking, drinking, dancing, and throwing axes into their mostly destroyed "venting wall." Anyone visiting the Shelf can feel the deep camaraderie and affection the Furies have for each other, even or especially in the middle of one of their many brawls.

Below the ground floor lies a basement perfectly equipped with training tools, sparring equipment, and a dozen boxes of healer's tools. Should things go south, the house can be easily converted into a fortress, nigh impregnable and capable of withstanding a siege of several months.

Potential Story Arcs

Death to the Furies

The Tiny Furies' rapid growth has not gone unnoticed, and even less so the damage they cause every time they accept a contract. As a response, rumor says someone is planning to start a guild war to take down the Furies and

dissolve their organization. If you need a story arc to allow your players to make some new allies, or if you are looking for a way to introduce the different power players of your city, a guild war or an assault on the Furies might be a great opportunity.

The War Within

Ribbin's blind ambitions have put the Furies in danger more than once, and Gruum is always on the lookout for the moment the halfling's interest will stop aligning with the Furies' own. Knowing full well this will start an internal war, the old goblin is trying to avoid it at all cost. But if it comes between betraying his old friend or the Furies, Gruum won't hesitate for a second. If your players have built a strong connection with one or many members of the Furies and you are looking to add tension in your campaign, an internal war within the Furies promises to bring your story in unexpected directions.

Boss, We Blew Up the Wrong Building

Due to the Furies' infamously chaotic practices, collateral damage happens more often than not. Everyone in the guild knows that, eventually, they will accidentally make an enemy for themselves by destroying or endangering the interest of a bigger fish in town. Whoever the wronged interest is, a conflict like this can shake the city and stir up even more chaos. Placing your players in this uncertain situation in the wake of a major incident should prove entertaining for all involved.

Members

While all members of the Tiny Furies are small individuals who identify as raging barbarians, each of them has a different role in the organization and a unique way to approach encounters. The organization's hierarchy is as follows:

Member	Role in the Organization	Unique Tactics	Level
Ribbin Kneecapper	Leader, negotiator	Diplomacy, aid in battle	9
Gruum	Second in charge, trainer	Morale boosting, intimidation	9
Lykisky	Elite member	Multi-target	8
Nemves Bonehead	Elite member	Single target control	8
Razzi & Nilin	Advisor and leadership	High priority target	11
13 protégées	Hirelings	Ganging Up	5-7

Ribbin Kneecapper

"Never have I seen someone so determined to achieve their goal, nor would I have ever suspected so much hate could be found in such a small body. It is an impressive thing to witness, truly."

~ Sinclair

As leader and founder of the Tiny Furies, Ribbin Kneecapper is a very opinionated halfling, and not without reason. Where he grew up, most members of his ancestry stuck to their peers due to a lack of interesting alternatives. Those who didn't spend their days clam diving, cleaning sewage and chimneys or smuggling would eventually find themselves down and out. And Ribbin would have none of it.

While still very young, Ribbin was determined to be taken seriously and climb his city's social hierarchy until he lived on par with the most wealthy figures in the region. He started by joining mercenary groups left and right and making a name for himself. What he lacked in height, he made up for in ferocity. Wielding his famous two-handed warhammer, he gained a reputation of being one of the most relentless bounty hunters operating in the region.

It wasn't until the day he met Gruum in the middle of a raid that a plan started to form in Ribbin's mind: an army of small furious warriors forming a guild that would become a force to be reckoned with.

Allegiance

Ribbin's loyalty is to his cause above everything else. The Furies are a very close second. Ribbin will stop at nothing to protect his fellows from outside threat and feels a deep sense of responsibility for them, but besides Gruum and Rasinoa, none would call him a friend. His obsessive nature constantly pushes him to strive for more, do better, and go bigger. This drive runs so deep it sometimes makes him cold, calculating, and disconnected from the real world.

RIBBIN'S HAMMER

Ribbin's +1 striking earthbreaker is blunted, lacking the versatile P trait, though it is not as functional as another earthbreaker of its type, it is incredibly durable, having a Hardness of 8, BT of 16, and 32 HP. How it became so hard is a matter of mystery, but Ribbin often makes bets that he can break any other hammer with his own, proving their steel fails before his own.

Encounter Tactics

Ribbin tends to favor diplomacy over violence whenever possible unless his mission requires an “engagement.” While in combat, the brave halfling remains in the front line, striking down his enemies and offering support to his teammates with his quick Aids. If things start looking grim for his team, he goes full-on as his last resort. He moves so fluidly between rage and icy calm because of his greatest ability and great secret: he is always in a state of rage, one that he controls with staggering willpower.

RIBBIN KNEECAPPER

CREATURE 9

UNIQUE NG SMALL HE/HIM HALFLING HUMANOID

Perception +18

Languages Common, Gnomish, Goblin, Gripli, Halfling, Ysoki

Skills Athletics +20, Diplomacy +16, Society +20, Stealth +18, Survival +18

Permanent Rage Ribbin is permanently raging as long as he is conscious. Whenever he wakes up, or regains consciousness, he gains 13 temporary hit points. His melee Strikes deal an additional 5 damage and he has a permanent -1 penalty to his AC. Despite raging, Ribbin can still use actions with the Concentrate trait.

Str +6, **Dex** +4, **Con** +4, **Int** +6, **Wis** +3, **Cha** +3

Items +1 striking earthbreaker, +1 striking thundering hand crossbow, 20 bolts

AC 26 (rage accounted for); **Fort** +21, **Ref** +18, **Will** +15 (+4 vs emotion effects)

HP 182 (+13 temporary HP)

Halfling Luck \diamond (fortune, halfling) **Frequency** once per day; **Trigger** Ribbin fails a skill check or saving throw; **Effect** He can reroll the triggering check, but he must use the new result, even if it's worse than his first roll.

Speed 25 feet

Melee \diamond earthbreaker +19 [+14/+9] (shove, two-hand d10), **Damage** 2d8+18 bludgeoning (rage accounted for)

Ranged \diamond hand crossbow +17 (range increment 60 feet, reload 1), **Damage** 2d6+9 piercing plus 1d6 sonic

Raging Charge $\diamond\diamond$ (flourish) Ribbin Strides twice. If he ends his movement within melee reach of at least one enemy, he can make a melee Strike or attempt to Shove that enemy.

Gruum

"Goblins don't grow hair?! Yeah, go ahead and tell him that, see what happens".

Despite being second in command of the Tiny Furies, Gruum doesn't quite understand Ribbin's goal. Not that he isn't smart enough, but the goblin typically discards concepts like recognition and influence as a fool's errand. Instead, he values camaraderie and enjoyment, and nothing fulfills him more than victory in battle and a grossly heavy bounty afterwards. Nevertheless, this

lack of understanding doesn't get in the way of his responsibilities as second in command; he lets Ribbin handle the details.

Gruum's primary job is to train the other Furies and enforce discipline and respect within the organization, and he's doing a terrible job at it. While he does command respect among the younger recruits and inspires them in battle, he himself lacks any notion of order or methodology. This often turns coordinated operations into gruesome, improvised battles, and if it wasn't thanks to his raw strength and imposing personality, the guild's coffers would not be as filled as they are now.

Despite all this, Gruum has a great sense of intuition and empathy, making him great at guiding others when life seems unbearable. These skills likely result from taking care of his many siblings after the passing of his parents. The fact that the Tiny Furies—a group of hot-headed, violence-hungry misfits—live and work together without killing each other is a testament to this wisdom. And it is this same wisdom that allows him to keep Ribbin's aspirations in check.

Allegiances

Gruum's allegiance is often torn between Ribbin's ambition and the good of the Furies. Well aware the Furies would be aimless and penniless without their leader, he is also painfully wary of the day the halfling's crazy ideas bring his newfound family to ruin. Until then, he advises, he orders, and he fights. This strange position of authority has led many to believe Gruum to be the true leader of the Furies, an argument with which Gruum wholeheartedly disagrees.

Gruum holds a particular affection towards Nemves, whose undying loyalty toward the Furies as a family warms his heart. Although he would never admit it openly, Gruum deems the ysoki as a viable candidate to lead the Tiny Furies if need be.

Encounter tactics

Gruum's favorite outcome is to crush his enemies whilst sharing the glory with his fellow Furies, so he often begins combat commanding allies and inspiring them to charge with his battlecry. Against larger or highly-mobile foes, he usually sticks one of his axes into their body to move along with them. Unlike Ribbin, this mad goblin has no issues with entering his rage and rushing into the fray until the fight is over.

FAST AND FURIOUS

The Tiny Furies are quick to act but Gruum makes sure they are quick on their feet too, the unorthodox training regimen of the team has led their charging at his behest to be fueled by a "move it or lose it" attitude, where their bodies are the things they risk losing. In truth, Gruum's antics and 'obstacles' would never prove dangerous enough to harm them, but if they knew that, they might not buckle down and run!



GRUUM CREATURE 9

UNIQUE LN SMALL HE/HIM GOBLIN HUMANOID

Perception +18, darkvision

Languages Common, Goblin

Skills Acrobatics +20, Athletics +18, Intimidation +20, Performance +18

Str +4, **Dex** +6, **Con** +4, **Int** +3, **Wis** +6, **Cha** +6

Ready to Help Ribbin is quickened, but can only use his extra action to prepare to Aid. His attempts to Aid grant a +3 circumstance bonus on a critical success.

Items +1 striking battleaxe (x2)

AC 27 (26 while raging); **Fort** +18, **Ref** +21, **Will** +15

(UN)LUCKY CHARM

Lykisky is surrounded with a baeful aura, while most people wave it away as an uneasy feeling due to his fiendish heritage, many find it to be proof that he is some sort of bad luck. Animals, also generally dislike the aura, acting out in an attempt to distance themselves.

Those that get to know him eventually stop noticing the sensation, even Nilin, though it took the lion longer to become accustomed to Lykisky than any other member of the Tiny Furies. They tend to feel more like Lykisky is good luck in a fight as the odds swing in the Tiny Furies' favor and away from their foes.

HP 182 (+13 temporary Hit Points while raging)

Speed 30 feet, climb 30 feet

Melee ✦ battleaxe +19 [+14/+9] (sweep, twin), Damage 2d6+15 slashing (+5 while raging)

Battlecry ✦ (auditory, emotion, mental) **Trigger** Gruum rolls initiative or an ally drops to 0 HP; **Effect** Gruum inspires himself and all allies who can hear him to move faster in battle, granting them a +10-foot status bonus to their speeds for 1 round.

Cling ✦ **Requirements** Gruum's last action was a successful Strike against a Medium or larger creature; **Effect** Gruum hangs onto the target of his Strike. If it moves while Gruum is attached, he can choose to move with the target. The target is released if Gruum doesn't move with it, at the start of Gruum's next turn, or if the target successfully Escapes (DC 28).

Rage ✦ (concentrate, emotion, mental) Gruum taps into his inner fury and begins raging. For 1 minute or until he falls unconscious, he gains 13 temporary Hit Points, takes a -1 penalty to AC, deals 5 additional damage with his melee Strikes, and can't use actions with the concentrate trait (except Seek) unless they also have the rage trait. After exiting rage, he can't Rage again for 1 minute.

Raging Intimidation While raging, Gruum's attempts to Demoralize gain the Rage trait, and he doesn't take a penalty for not sharing a language with his targets.

Twin Chop Gruum treats any axes of the same type as if they had the twin trait while holding one in each hand.

Lykisky

"Nah, chum. Don't care what the rat told you, ya can't touch the feathers. You can sure go grab his tail tho."

Lykisky is part grippli, part tiefling, all safety hazard. Like most grippli, he was born in a village amongst the eggs of his brothers and sisters, but as time passed, his fiendish features began to grow more evident, which led to many questions about his fiendish parentage. With no one willing to raise their hand and take full responsibility, the other villagers felt obligated to raise the tadpole, but it didn't take long for them to ostracize him. It seemed as if something malefic was keeping everyone from treating the little frogfolk right.

With little other option, Lykisky quickly latched onto their fear and hatred, turned to drink, and became an aggressive creature. He lashed out against the community that rejected him, giving the village enough excuse to exile him. He bounced from village to town, then to a city, and finally to the Furies' original slum, keeping the company of no one except a falchion almost as thirsty as his own mouth. Whether or not he realized that his true desire was for a friend was, at the time, unknown.

Fate intervened one night when he got into a fight with Nemves of the Tiny Furies in an alley behind a bar. The two of them went at it for half an hour, neither capable of knocking the other one out. Eventually, tired of fighting and slowly sobering up, Nemves invited Lykisky for a drink at the guild house. Lykisky never left. His integration, however, wasn't as immediate nor as complete as Nemves', as



he struggled to find a sense of belonging even among this band of misfits.

Allegiances

Although he gained a reputation for being a fierce warrior even amongst the cadre of the Furies, Lykisky's close bond with Nemves has not gone unnoticed. He would die for Nemves. Although he appreciates the comforts afforded by the guildhall and the understanding extended to him, his abusive upbringing has left him untrusting, preferring close friendships to loose group associations. If it came to choose between Nemves and the Tiny Furies, Lykisky would not hesitate for a second, and he would single-handedly fight every one of his erstwhile allies if his rodent friend asked.

Encounter Tactics

Favoring the falchion in combat, Lykisky's strikes tend to begin quick and decisive with wide sweeping arcs. As the battle rages on, he might switch to more reactive maneuvers: striding, shoving, and launching powerful, punishing blows against anyone who dares harm his dear Nem—that is, his friends. Finally, his sole presence debilitates his foes so long as he stays close to them, though he doesn't fully understand why.

LYKISKY

CREATURE 8

UNIQUE CN SMALL HE/HIM GRIPPLI HUMANOID TIEFLING

Perception +18, darkvision

Languages Common, Halfling, Gripli

Skills Alcohol Lore +16, Athletics +18, Acrobatics +16, Intimidation +18, Performance +16, Survival +16

Str +4, **Dex** +6, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

Items +1 striking falchion, leather armor, bottle of rum (2 gp)

AC 26 (25 while Raging); **Fort** +16, **Ref** +19, **Will** +13

HP 166 (+12 temporary Hit Points while raging)

Malicious Presence (aura, emotion, mental) 10 feet. Lykisky unwillingly emanates an aura of distress that only those close to him can overcome. When a creature enters or starts its turn in the aura, it must attempt a DC 24 Will save. On a failure, it takes a -1 status penalty to attack rolls and skill checks for 1 round. On a critical failure, the status penalty is -2. Creatures that are helpful towards Lykisky (such as the Tiny Furies) are immune to this effect.

Don't You Hurt Him! ➤ **Trigger** An enemy Lykisky can see damages Nemves; **Effect** Lykisky Strides toward the triggering creature. If the creature was already within his reach, Lykisky may Strike it instead.

Speed 25, climb 15

Melee ➤ falchion +19 [+14/+9] (magical, forceful, sweep), **Damage** 2d10+9 slashing (+5 while Raging)

Melee ➤ horns +20 [+15/+10] (finesse, shove, unarmed),

Damage 2d8+9 bludgeoning (+5 while Raging)

Ranged ➤ javelin +20 [+15/+10] (Thrown 30 ft.), **Damage** 2d6+9 piercing (+5 while Raging)

Rage ➤ (concentrate, emotion, mental) Lykisky taps into his inner fury and begins raging. For 1 minute or until he falls unconscious, he gains 12 temporary Hit Points, takes a -1 penalty to AC, deals 5 additional damage with his falchion, horns, and javelin, and can't use actions with the concentrate trait (except Seek) unless they also have the rage trait. After raging, he becomes fatigued and can't Rage again for 1 minute.

Sweeping Steps ➤➤➤ Lykisky Steps or Strides, then Strikes an enemy within melee range, then Steps, then Strikes a different enemy within melee range.

Nemves Bonehead

"You would not believe the size of the rat I just saw!"
~ A drunkard on King's street

Like most ysoki, Nemves's life began as part of a big family, of whom he was far and away the biggest member. And although his size alone would not have been sufficient to overcome the communal and inclusive nature of the ratfolk society, his short temper and sudden outbursts of rage turned him into an outcast and a threat to the community. Even while surrounded with his many siblings and other kin, Nemves felt lonely, at permanent odds with his peers, and never really understood.

Feeling unwelcome and unwanted, he left the nest at a young age, hoping for a better life, but the outside world proved a disappointment in this regard. The big ysoki ended up living as a street thug, an obvious path for a strong and angry brawler without home or family. When he wasn't racketeering or collecting debts as a hired muscle, he found himself drinking and fighting in bars. That was until Gruum found him lying in a dark alley, surrounded by attackers with clubs and knives.

Looking at his state of drunkenness, Gruum expected Nemves to perish and was getting ready to jump into the fray, but he stopped dead in his tracks. The oversized rat brawled through those thugs as if they were children. Impressed by his natural ferocity and strength, Gruum knew Nemves was born to be a Fury, and so brought him that very night to the headquarters. Two days later, Nemves had his own room, was taking guild work a week after that, and has considered the Furies his one and only family ever since.

I SMELL A RAT

Nemves' ability to communicate with rodents has proven strangely invaluable to the Tiny Furies. Often being directed into tight spaces, where most people don't fit, thus where vermin thrive, Nemves is able to "ask the locals" what they might find around, not only helping to know about dangers they might find, but also sometimes lost or hidden treasures, some worth a fair bit in their own right, or worth something to the right people.

Allegiances

Nemves has an unwavering loyalty toward the Furies, even to those he doesn't get along with. For Nemves, the Furies are a family, and that means their bond goes beyond personality or friendship. Thanks to them, he learned to control his anger—at least until weapons are drawn—and became a more cheerful and friendly person. He feels a very strong kinship with Lykisky, due to their very similar upbringing and introduction to the guild. When the need arises, Nemves will defend the Furies at all costs, even if he has to rebel against its own leadership.

Encounter Tactics

Nemves fights like a typical cage fighter. A proficient wrestler, he charges up to an opponent, holds onto them, and shreds them with his claws. However, he's also a very intelligent ysoki: even if his rage seems to throw him in random directions, he's a very deliberate warrior. Fighting alongside the Furies, he tends to position himself between his most vulnerable allies and ranged enemies to obstruct clear shots, and also targets high-mobility enemies to ensure his friends are not being flanked.

NEMVES BONEHEAD

CREATURE 8

UNIQUE CN SMALL HE/HIM HUMANOID RATFOLK

Perception +16; low-light vision

Languages Common, Goblin, Ysoki

Skills Acrobatics +18, Athletics +18, Survival +18, Warfare Lore +16

Str +4, **Dex** +6, **Con** +4, **Int** +6, **Wis** +3, **Cha** +3

Ratspeak Nemves can communicate with rodents, he can ask questions of them and receive simple answers as well as being able to use Diplomacy without penalty, even if they do not share a language.

Items +1 striking bladed gauntlet, +1 breastplate

AC 27 (25 while Raging); **Fort** +16, **Ref** +19, **Will** +13; +1 status vs. poison

HP 166 (+12 temporary HP while raging)

Speed 25 feet

Melee ✦ bladed gauntlet +21 [+17/+13] (agile, finesse, magical, free hand, Modular B or P or S), **Damage** 2d4+11 slashing (+2 with Rage)

Sudden Rage ✦ (concentrate, emotion, mental) **Trigger** Nemves rolls initiative or begins his turn; **Effect** Nemves taps into his inner fury and begins raging. For 1 minute or until he falls unconscious, he gains 12 temporary Hit

Points, takes a -1 penalty to AC, deals 5 additional damage with melee strikes (or 2 with agile strikes), and can't use actions with the concentrate trait (except Seek) unless they also have the rage trait. After raging, he becomes fatigued and can't Rage again for 1 minute.

Ground and Pound ✦ Nemves Strikes a prone creature and makes an Athletics check to Grapple it. This counts as two attacks for the purpose of calculating his multiple attack penalty, but it doesn't increase until he's finished both attacks.

Stay Here ⇨ **Trigger** A creature tries to exit a space in Nemves' reach; **Effect** Nemves attempts to Grapple the triggering creature. On a success, the creature's movement is disrupted.



Takedown ♦♦ (flourish) Nemves Strides twice. If he ends his movement within melee reach of at least one enemy, he can attempt to Trip that enemy.

Rasinoa “Razzi” & Nilin

“The damn cat is twice her size, still grovels when she gets mad. Tells me all I need to know, really.”
~ Gruum

One of the original founders of the Tiny Furies, Rasinoa is one of its rare members who wasn’t born in the lower city. Her family was once a renowned clan of beastmasters, putting themselves at the service of various nobles in town to care for their exotic pets. While never owning any titles of nobility themselves, they were held in high esteem by the members of the upper city, and lived a comfortable life. Unfortunately for them, the wealthy trend of owning exotic kennels passed like a season, replaced by other ostentatious displays of wealth. Out of work, Razzi’s clan decided to take their services elsewhere; they liquidated their assets and moved to another city, hoping to find new patrons for their unique skill set. Rasinoa, however, felt like the situation was a good opportunity to explore other venues of life, and elected to stay behind. As a departure gift, the clan left her the only asset that wasn’t liquidated: the large mansion that once was the family house, the Ticking Shelf.

As the daughter of a respectable beastmaster clan, Razzi versed in the arts of social etiquette but prefers the company of wildlife to people. Growing up, her closest friend, Nilin, was a dire lion she had raised. Now on her own and determined to find work that would both keep her close to her roots and accommodate the presence of a massive lion, she became a monster hunter for hire, collecting bounties slaying beasts local authorities were either too scared or unable to handle themselves. This provided good money, little human interaction, and long stretches of time out in the wild, granting her a life she was quite satisfied with.

Through her bounty hunting activities she met Ribbin, a then-young halfling full of ambitions and an impressive warrior, who needed someone to help track down a bounty of his own. They ended up forming a strong friendship and from then on, whenever Razzi was back in town, the two of them would spend hours drinking and conversing in one of the Ticking Shelf’s salons. During these talks, she developed a strong admiration for the young man. She couldn’t care less about Ribbin’s ambitions and desire for recognition. Having grown up in a respected family of halflings, she

could hardly relate with his claims of injustice toward their people. But seeing this much conviction and passion in someone, something she had never felt so intensely herself, was inspiring to her. When Ribbin showed up one evening in company of an ill-mannered goblin with a tall red mohawk and revealed his ambition to create a guild of mercenaries for the shorter folks of this world, she couldn’t help but be charmed. She gifted both her mansion and her reputation to the endeavor, and further pledged to be available whenever the Furies truly needed her. Many years later, she is a well-known member of the Furies as well as a respected beastmaster, and her rare appearances at the Ticking Shelf are always cause for celebration and festivities.

Allegiances

Rasinoa’s allegiances are quite unclear. She cares more about the Furies than their cause, valuing the band of miscreants bringing new life to her ancestral home. And while her bond is undeniably stronger with Ribbin, she puts far more trust in Gruum’s judgment, knowing all too well which of the pair has more of a level head. If conflict between them were ever to occur (an eventuality she suspects to be likely), she doesn’t quite know where she would side, hoping to be able to take the situation at face value and remain objective when the time comes.

Encounter Tactics

Razzi’s combat methods are typically those of a hunter. Focusing on priority targets, she and Nilin observe the battlefield and wait for the opportune moment before jumping into the fray. Once engaged, they flank and rip their targets apart before retreating to find a new target.

RASINOA

CREATURE 11

UNIQUE CN SMALL SHE/HER GNOME HUMANOID

Perception +20; low-light vision, scent 30 feet (imprecise)

Languages Common, Gnomish, Sylvan

Skills Acrobatics +23, Crafting +23, Medicine +21, Nature +23, Society +20, Survival +21

Str +3, **Dex** +7, **Con** +5, **Int** +7, **Wis** +3, **Cha** +5

Items +2 *striking hatchet*, greater acid flask (x5), chain shirt

AC 31 (30 while Raging); **Fort** +21, **Ref** +24, **Will** +18

HP 201 (+16 temporary Hit Points while raging);

Together Now When Rasinoa and Nilin both roll Initiative, they use the results of Rasinoa’s initiative check, choosing to have Nilin be immediately after Rasinoa in initiative.

Speed 25 feet

Melee ♦ hatchet +22 [+18/+14] (agile, sweep, thrown)

QUEENPIN

Though Rasinoa doesn't really think of herself as the heart of the Tiny Furies, she plays a subtle, passive role in keeping the group as cohesive as possible. The Ticking Shelf, home of the guild, is under her name. While none think she would expel them from it, there's always the consideration that she *can* tell any member to beat it if she is truly brought to that end. It would take something extreme for Rasinoa to banish a member, generally leaving membership and access in the hands of her trusted friends, Ribbin and Gruum. She has no interest in being the judge of others when she isn't as present and involved as they are. Though she occasionally butts heads with younger, upstart members that don't show the other members the respect they deserve.

CONSTANT COMPANIONS

Nilin has been with her as long as he can remember, warm, kind, she knows where the itch is and digs in when she finds it. He remembers the days when he was cold, shivering in the hot summer, she was there, she gave him water and kept him company even when the other two-legs left. After that, she was never far, she's his sister. He is bigger, he has to protect her, but she is a clever hunter, she taught him how to hunt better and they do it best together. Especially hunting big monsters, sneaky ones, and mean two-legs.

Rasinoa first found Nilin in her family's kennels, sick with a fever, the last of his siblings, heartbroken by the loss, she stayed with him and nursed him back to health, the lion cub was weak then, before she knew it, they were inseparable. Using the teaching of her family, she trained Nilin and over the years he's become a fierce and loyal companion and the two are a deadly pair in a fight, and even moreso on a hunt.

10 ft.) **Damage** 2d6 + 10 slashing (+5 when raging)

Ranged ✦ hatchet +26 [+22/+18] (agile, sweep, thrown 10 ft.) 2d6 + 10 slashing (+5 when raging)

Ranged ✦ acid flask +26 [+21/+16] (acid, alchemical, bomb) 3d6 persistent acid and 3 acid splash

Hunt Prey ✦ Rasinoa designates a creature she can see, hear, or that she is Tracking as her hunted prey for 1 day. She gains a +2 Circumstance bonus to Seek and Track checks against her hunted prey, as well as ignoring the penalty for making ranged attacks in her second range increment against them. She may have only one hunted prey at a time. If she uses Hunt Prey again, the new creature becomes her hunted prey.

Partnered Rage ↷ (concentrate, emotion, mental) **Trigger** A Tiny Fury rages within 30 feet of Rasinoa; **Effect** Rasinoa's years with the Furies have had an influence on her. She Rages; For 1 minute or until she falls unconscious, she gains 16 temporary Hit Points, takes a -1 penalty to AC, deals 5 additional damage with her hatchet, and can't use actions with the concentrate trait (except Seek) unless they also have the rage trait. After raging, she becomes fatigued and can't Rage again for 1 minute.

Command Nilin ✦ (auditory) Rasinoa directs Nilin, her lion. Nilin follows Rasinoa's commands perfectly, and she is treated as having readied to Aid him for any skill check or Strike. Rasinoa may use Nature to determine the outcome of the Aid check, granting a +3 circumstance bonus on a critical success.

NILIN

CREATURE 11

UNIQUE N LARGE HE/HIM ANIMAL

Perception +24; low-light vision, scent 30 feet (imprecise)

Languages Understands commands given in Gnomish or Sylvan, ignores other languages; can't read or speak

Skills Acrobatics +21, Athletics +22, Intimidation +20, Stealth +23, Survival +21
Str +5, **Dex** +7, **Con** +5, **Int** -4, **Wis** +3, **Cha** +2

AC 30 (29 when raging); **Fort** +18, **Ref** +19, **Will** +18

HP 231 (+14 temporary Hit Points when raging)

Together Now As Rasinoa.

Speed 30 feet

Melee ✦ jaws +19 [+14/+9] (magical), **Damage** 2d10+17 piercing (+5 while raging)

Melee ✦ claw +20 [+16/+12] (agile, finesse, magical), **Damage** 2d6+17 slashing (+2 while raging)

Companion's Ferocity ✦ (concentrate, emotion, mental) **Trigger** Nilin sees Rasinoa Raging; **Effect** Until Rasinoa is no longer raging Nilin deals 5 additional damage with his melee Strikes (or +2 on agile strikes), takes a -1 penalty to his AC, gains a +2 circumstance bonus to Intimidation, gains a +5-foot bonus to his Speed, and gains 14 temporary Hit Points.

Precision Training Nilin deals an additional 1d6 precision damage to creatures frightened by Roar or that are flat-footed.

Roar ✦ Nilin attempts to Demoralize a foe within 30 feet that he can see or hear by roaring at them. This check does not suffer penalties for not sharing a language. Against creatures that are Rasinoa's hunted prey, Nilin gains a +2 circumstance bonus to the check.

Tandem Tactics Nilin throws Rasinoa's enemies off-balance when she creates an opening. Whenever Rasinoa deals damage with a Strike to a creature within Nilin's reach, he attempts to send them off balance. The creature must succeed a Reflex DC 28 or become flat-footed until the start of Rasinoa's next turn.

Trained Mount If Rasinoa or another trusted creature mounts Nilin, they become quickened, they may only spend this action to use Command an Animal on Nilin (or Command Nilin, if it is Rasinoa).