

# WANTED

DEAD OR ALIVE  
WEAKY LEEKS



FOR THE CRIMES OF

BESMIRCHING THE KING, SLANDERING THE PRINCE, PURPORTEDLY  
GRIFTING CHIEF TAX COLLECTOR GRIZZLIN BANKSY, SPREADING FALSITIES  
ABOUT GRAND VIZIER ENGLISH, MULTIPLE ACCOUNTS OF EXCESSIVE HARASSMENT,  
INCITING A RIOT IN THE CENTRAL SQUARE, THEFT OF DOCUMENTS ENDANGERING THE SAFETY OF THE REALM, CAUSING  
WANTON HYSTERIA THROUGHOUT THE KINGDOM BY NEFARIOUS MEANS, WALKING ON THE GRASS, EVASION OF THE KING'S GUARD ON NUMEROUS OCCASIONS,

THIS IS A WANTED POSTER FOR WEAKY LEEKS, A CRIMINAL WHO HAS COMMITTED THE CRIMES LISTED ABOVE. THE KING'S GUARD IS CURRENTLY SEARCHING FOR HIM. IF YOU KNOW HIS WHEREABOUTS, PLEASE CONTACT THE KING'S GUARD AT ONCE. WEAKY LEEKS IS A DANGEROUS CRIMINAL WHO SHOULD BE KEPT UNDER CLOSE SURVEILLANCE. HIS CRIMES ARE SERIOUS AND HE SHOULD BE PUNISHED SEVERELY. THE KING'S GUARD WILL NOT TOLERATE SUCH BEHAVIOR. WEAKY LEEKS IS A THREAT TO THE REALM AND MUST BE DEFEATED. HIS CRIMES ARE A SHAME TO THE KINGDOM AND MUST BE STOPPED. THE KING'S GUARD WILL NOT TOLERATE SUCH BEHAVIOR. WEAKY LEEKS IS A THREAT TO THE REALM AND MUST BE DEFEATED. HIS CRIMES ARE A SHAME TO THE KINGDOM AND MUST BE STOPPED.

# Weaky Leeks

## Master of Legends

Because sometimes a secret  
is nothing more than a secret.

A 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup> level Kobold Rogue designed to wreck havoc in any settlement occupied by player characters of various levels in the Pathfinder Roleplaying Game.

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SPECIAL THANKS TO STEPHANIE CONNORS



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## HISTORY

The real story of this scandalous kobold's upbringing is woven into so many falsities that if written on a scroll it would extend for miles. What truth can be garnered is that wherever Weaky grew up, he rejected the ideals of his racial kin; some of them anyway. With his impressive charm and considerable intellect it wasn't difficult to avoid direct conflict and instead manipulate his fellows for amusement. This penchant for causing disorder and panic is at the core of Weaky's being—he thrives on chaos and does everything in his power to cause more, considering a successfully caused riot to be an excellent source of entertainment.

This isn't to say that all the entropy spurred on by Weaky is simply to see violence for its own sake. Those in the know can verify that he has been pivotal in propaganda campaigns that brought monarchs low (once for merely cutting the kobold off during a story telling, some say) and that he's said to have remarked afterward, “absolutely, without doubt or regret, this was the finest entertainment I have ever indulged or will ever have had the supreme pleasure of engaging.” The last known whereabouts of this mischievous teller of tall tales places him in the isolated settlement of Collbrook; look for Weaky Leeks in the upcoming *Bandit King Grogth Bloodfang!*

## DESCRIPTION

Even for a kobold, Weaky is considerably slight in stature and weak of body. Shorter than average and weighing little more than a halfling child, his appearance does not engender any sort of fear. He favors pompous, billowing hats and robes that makes his diminutive stature seem even smaller and he always smells of onions. It is rare for Weaky not to be chewing on a leek while extolling a tale of riveting drama or ribald humor (almost always laced with falsehoods) and he constantly keeps these vegetables on his person.



## USES

Weaky Leeks is a master of the spoken word and manipulating it. Even at 4<sup>th</sup> level he is an unassuming but extremely dangerous element to include in any settlement and can be either a boon or bane to your player characters. When doubt is cast upon his name, he explains that it is entirely because of his penchant for leeks, the onion, and certainly not that he would ever be a disreputable source of information.

Typically the kobold will visit a settlement and cast a judgement on the people there, either an informed decision based on his interaction with the citizenry at large or the arbitrary flip of a coin—it depends on his mood and what day of the week it is. After this decision has been made (although nothing is ever set in concrete with Weaky Leeks) the kobold goes to work, quickly learning the various feuds and societal tensions in a region before manipulating them, either to exacerbate conflict or soothe political wounds. It is certainly possible to hire Weaky Leeks to work to your benefit (indeed, many have) but ultimately this merely brings specific individuals to his attention, a dangerous proposition that is determined in exactly the same way as a settlement is.

He is, however, quite cowardly. There are few things that match his passion for chaotic entertainment but when one of these is found little will deter the mischevious kobold from attaining his goal (by *whatever* means he has at his disposal). Without one of these rare motivations (such as kobold children, a warehouse of onions or some other esoteric subject) Weaky will flee the scene as soon as combat occurs, first running for cover and ultimately escaping as soon as possible.

## WEAKY LEEKS AS A PC

Although Weaky Leeks has been custom built using the rules for NPC creation found in the Pathfinder Roleplaying Game Core Rulebook (barring his diverse collection of skills), if you find yourself in a bind and need a social roleplay heavy character for yourself or another player consider using Weaky Leeks!

Remove all of his items and equipment and instead gain the appropriate amount of gold for a character of your level (see the Character Wealth by Level table in the Pathfinder Roleplaying Game Core Rulebook) and purchase new items.

If you are not playing in a Standard Fantasy setting, modify Weaky's Ability Score Points expenditure (*not* his base attribute scores but the values that determine them) by subtracting 5, adding 5 or adding 10 as appropriate (see the Ability Score Costs and Ability Score Points tables in the Pathfinder Roleplaying Game Core Rulebook for more information).





## Weaky Leeks

CR 3

### KOBOLD ROGUE (CHARLATAN) 4

CN small humanoid (reptilian)

**Init** +3; **Senses** Darkvision 60 ft.; **Perception** +6

#### DEFENSE

**AC** 20, touch 17, flatfooted 15 (+5 armor, +3 Dex, +1 natural, +1 size)

**HP** 21 (4d8)

**Fort** +1, **Ref** +7, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d3-2, Crit 19-20/x2) or mwk rapier +3 (1d4-2, Crit 18-20/x2)

**Ranged** hand crossbow +7 (1d3, Crit 19-20/x2, Range 30 ft.) or mwk light crossbow +8 (1d6, Crit 19-20/x2, Range 80 ft.)

**Special Attacks** Sneak attack +2d6

#### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +3; **CMB** +0; **CMD** 13

#### TACTICS

Weaky Leeks *always* attempts to talk his way out a dangerous situation before anything else. If combat begins regardless, he runs for cover to gain concealment and hide before fleeing (using his *potion of vanish*), unless sufficiently motivated. In that case he avoids melee unless absolutely necessary and capitalizes on his sneak attack at range with his crossbow.

**Feats** Deceitful, Skill Focus: Bluff

**Skills** Acrobatics +8, Appraise +5, Bluff +15, Climb +2, Craft (trap) +7, Diplomacy +10, Disable Device +9, Disguise +7, Escape Artist +10, Intimidate +8, Knowledge (local) +8, Linguistics +8, Perception +6, Perform (oral) +7, Sense Motive +6, Sleight of Hand +7, Stealth +11, Swim +2, Use Magic Device +7;  
**Armor Check Penalty** -2

**Languages** Common, Draconic, Dwarven, Elven, Goblin and Undercommon

**SQ** kobold racial traits, light sensitivity, rogue talents (black market connections, convincing lie)

#### SPECIAL ABILITIES

**Natural Born Liar (Ex):** When Weaky Leeks successfully deceives a creature with a Bluff, that creature takes a -2 penalty when opposing his Bluff checks for the next 24 hours. This ability does not stack with itself.

**Grand Hoax (Ex):** Weaky Leeks has the rumormonger advanced rogue talent.

**Evasion (Ex), Uncanny Dodge (Ex)**

**Gear** +1 *chain shirt*, dagger, hand crossbow, masterwork disguise kit, masterwork light crossbow, masterwork rapier, *potion of vanish*





## Weaky Leeks

CR 7

KOBOLD ROGUE (CHARLATAN) 8

XP 2,400

CN small humanoid (reptilian)

**Init** +3; **Senses** Darkvision 60 ft.; **Perception** +10

### DEFENSE

**AC** 21, touch 15, flatfooted 18 (+5 armor, +1 deflect, +3 Dex, +1 natural, +1 size)

**HP** 39 (8d8)

**Fort** +2, **Ref** +9, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +5/+0 (1d3-2, Crit 19-20/x2) or mwk rapier +6 /+1 (1d4-2, Crit 18-20/x2)

**Ranged** mwk hand crossbow +11/+6 (1d3, Crit 19-20/x2, Range 30 ft.) or +1 light crossbow +11/+6 (1d6+1, Crit 19-20/x2, Range 80 ft.)

**Special Attacks** Sneak attack +4d6

### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 12, **Wis** 8, **Cha** 17

**Base Atk** +6; **CMB** +3; **CMD** 16

### TACTICS

Weaky Leeks *always* attempts to talk his way out a dangerous situation before anything else. If combat begins regardless, he runs for cover to gain concealment and hide before fleeing (using a *potion of invisibility*), unless sufficiently motivated. In that case he avoids melee unless absolutely necessary and capitalizes on his sneak attack at range with his crossbow.

**Feats** Deceitful, Rapid Reload, Skill Focus: Bluff, Taunt

**Skills** Acrobatics +12, Appraise +6, Bluff +19, Climb +2, Craft (trap) +7, Diplomacy +14, Disable Device +9, Disguise +11, Escape Artist +14, Intimidate +8, Knowledge (local) +12, Linguistics +12, Perception +10, Perform (oral) +7, Sense Motive +10, Sleight of Hand +7, Stealth +11, Swim +2, Use Magic Device +10

**Languages** Aklo, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling and Undercommon

**SQ** kobold racial traits, light sensitivity, rogue talents (black market connections, coax information, convincing lie, honeyed words)

### SPECIAL ABILITIES

**Natural Born Liar (Ex):** When Weaky Leeks successfully deceives a creature with a Bluff, that creature takes a -2 penalty when opposing his Bluff checks for the next 24 hours. This ability does not stack with itself.

**Grand Hoax (Ex):** Weaky Leeks has the rumormonger advanced rogue talent.

**Evasion (Ex), Improved Uncanny Dodge (Ex), Uncanny Dodge (Ex)**

**Gear** +1 chain shirt, ring of deflection +1, +1 light crossbow, dagger, masterwork hand crossbow, masterwork disguise kit, masterwork rapier, *potion of cure critical wounds*, 2 *potions of invisibility*



## Weaky Leeks

CR 11

KOBOLD ROGUE (CHARLATAN) 12

XP 12,800

CN small humanoid (reptilian)

Init +3; Senses Darkvision 60 ft.; Perception +14

### DEFENSE

AC 23, touch 16, flatfooted 19 (+6 armor, +1 deflect, +3 Dex, +1 dodge, +1 natural, +1 size)

HP 57 (12d8)

Fort +4, Ref +11, Will +3

### OFFENSE

Speed 30 ft.

Melee dagger +8/+3 (1d3-2, Crit 19-20/x2) or mwk rapier +9/+4 (1d4-2, Crit 18-20/x2)

Ranged mwk hand crossbow +14/+8 (1d3, Crit 19-20/x2, Range 30 ft.) or +1 light crossbow +14/+8 (1d6+1+1d6 acid, Crit 19-20/x2, Range 80 ft.)

Special Attacks Sneak attack +6d6

### STATISTICS

Str 6, Dex 16, Con 11, Int 12, Wis 8, Cha 18

Base Atk +9; CMB +6; CMD 19

### TACTICS

Weaky Leeks *always* attempts to talk his way out a dangerous situation before anything else. If combat begins regardless, he runs for cover to gain concealment and hide before fleeing (using a *potion of invisibility*), unless sufficiently motivated. In that case he avoids melee unless absolutely necessary and capitalizes on his sneak attack at range with his crossbow. If Weaky Leeks has allies he taunts opponents with his Bluff skill (+29) rendering them shaken on a successful check (DC 10 + target's HD + target's Wisdom modifier).

**Feats** Deceitful, Dodge, Point Blank Shot, Rapid Reload, Skill Focus: Bluff, Taunt

**Skills** Acrobatics +16, Appraise +6, Bluff +29, Climb +2, Craft (trap) +7, Diplomacy +19, Disable Device +7, Disguise +19, Escape Artist +18, Intimidate +8, Knowledge (local) +16, Linguistics +16, Perception +14, Perform (oral) +7, Sense Motive +14, Sleight of Hand +7, Stealth +15, Swim +2, Use Magic Device +11

**Languages** Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Goblin, Halfling, Infernal and Undercommon

**SQ** kobold racial traits, light sensitivity, rogue talents (black market connections, coax information, convincing lie, honeyed words, improved evasion, skill mastery (Bluff, Perception, Sense Motive))

### SPECIAL ABILITIES

**Natural Born Liar (Ex):** When Weaky Leeks successfully deceives a creature with a Bluff, that creature takes a -2 penalty when opposing his Bluff checks for the next 24 hours. This ability does not stack with itself.

**Grand Hoax (Ex):** Weaky Leeks has the rumormonger advanced rogue talent.

**Evasion (Ex), Improved Uncanny Dodge (Ex), Uncanny Dodge (Ex)**

**Gear** +2 chain shirt, ring of deflection +1, +1 acidic light crossbow, dagger, masterwork hand crossbow, masterwork disguise kit, masterwork rapier, *potion of cure critical wounds*, 2 *potions of invisibility*, bag of holding (type II)





## Weaky Leeks

CR 15

KOBOLD ROGUE (CHARLATAN) 16

XP 51.200

CN small humanoid (reptilian)

Init +7; Senses Darkvision 60 ft.; Perception +18

### DEFENSE

AC 25, touch 17, flatfooted 21 (+7 armor, +2 deflect, +3 Dex, +1 dodge, +1 natural, +1 size)

HP 75 (16d8)

Fort +5, Ref +13, Will +4

### OFFENSE

Speed 30 ft.

Melee dagger +11/+6/+1 (1d3-2, Crit 19-20/x2) or mwk rapier +12/+7/+2 (1d4-2, Crit 18-20/x2)

Ranged mwk hand crossbow +17/+12/+7 or +15/+15/+10/+5 (1d3, Crit 19-20/x2, Range 30 ft.) or +1 acidic seeking light crossbow +17/+12/+7 or +15/+15/+10/+5 (1d6+1+1d6 acid, Crit 19-20/x2, Range 80 ft.)

Special Attacks Sneak attack +8d6

### STATISTICS

Str 6, Dex 16, Con 11, Int 12, Wis 8, Cha 21

Base Atk +12; CMB +9; CMD 22

### TACTICS

Weaky Leeks *always* attempts to talk his way out a dangerous situation before anything else. If combat begins regardless, he runs for cover to gain concealment and hide before fleeing (using a *potion of invisibility*), unless sufficiently motivated. In that case he avoids melee unless absolutely necessary and capitalizes on his sneak attack at range with his crossbow. If Weaky Leeks has allies he taunts opponents with his Bluff skill (+34) rendering them shaken on a successful check (DC 10 + target's HD + target's Wisdom modifier).

**Feats** Deceitful, Dodge, Improved Initiative, Point Blank Shot, Rapid Reload, Rapid Shot, Skill Focus: Bluff, Taunt

**Skills** Acrobatics +20, Appraise +6, Bluff +34, Climb +2, Craft (trap) +7, Diplomacy +24, Disable Device +7, Disguise +24, Escape Artist +22, Intimidate +9, Knowledge (local) +20, Linguistics +20, Perception +18, Perform (oral) +7, Sense Motive +18, Sleight of Hand +7, Stealth +19, Swim +2, Use Magic Device +12

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Goblin, Halfling, Ignan, Infernal, Terran and Undercommon

**SQ** kobold racial traits, light sensitivity, rogue talents [black market connections, coax information, convincing lie, honeyed words, improved evasion, skill mastery (Bluff, Perception, Sense Motive), defensive roll, slippery mind]

### SPECIAL ABILITIES

**Natural Born Liar (Ex):** When Weaky Leeks successfully deceives a creature with a Bluff, that creature takes a -2 penalty when opposing his Bluff checks for the next 24 hours. This ability does not stack with itself.

**Grand Hoax (Ex):** Weaky Leeks has the rumormonger advanced rogue talent.

**Evasion (Ex), Improved Uncanny Dodge (Ex), Uncanny Dodge (Ex)**

**Gear** +3 *chain shirt*, *ring of deflection* +2, +1 *acidic seeking light crossbow*, dagger, masterwork hand crossbow, masterwork disguise kit, masterwork rapier, 3 *potions of cure critical wounds*, 2 *potions of invisibility*, *bag of holding* (type II) (5 acid flasks, 5 holy water, 10 tanglefoot bags, 600 feet silk rope), *bag of tricks* (rust), *cloak of charisma* +2





## Weaky Leeks

CR 19

**KOBOLD ROGUE (CHARLATAN) 20**  
XP 204,800

CN small humanoid (reptilian)

**Init** +7; **Senses** Darkvision 60 ft.; **Perception** +22

### DEFENSE

**AC** 25, touch 17, flatfooted 21 (+7 armor, +2 deflect, +3 Dex, +1 dodge, +1 natural, +1 size)

**HP** 93 (20d8)

**Fort** +6, **Ref** +15, **Will** +5

### OFFENSE

**Speed** 30 ft.

**Melee** +1 dagger +15/+10/+5 (1d3-1, Crit 19-20/x2)

or +1 rapier +16/+11/+6 (1d4-1, Crit 18-20/x2)

**Ranged** *mwk hand crossbow* +17/+12/+7 or +15/+15/+10/+5 (1d3, Crit 19-20/x2, Range 30 ft.) or +3 *acidic seeking light crossbow* +22/+17/+15 or +20/+20/+15/+10 (1d6+1+1d6 acid, Crit 19-20/x2, Range 80 ft.)

**Special Attacks** Sneak attack +10d6, Master Strike (Fort DC 21; sleep 1d4 hours, paralyzed 2d6 rounds or slain)

### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 12, **Wis** 8, **Cha** 22

**Base Atk** +15; **CMB** +12; **CMD** 25

### TACTICS

Weaky Leeks *always* attempts to talk his way out a dangerous situation before anything else. If combat begins regardless, he runs for cover to gain concealment and hide before fleeing (using a *potion of invisibility*), unless sufficiently motivated. In that case he avoids melee unless absolutely necessary and capitalizes on his sneak attack and master strike at range with his crossbow. If Weaky Leeks has allies he taunts opponents with his Bluff skill (+40) rendering them shaken on a successful check (DC 10 + target's HD + target's Wisdom modifier).

**Feats** Deceitful, Dodge, Improved Initiative, Point Blank Shot, Rapid Reload, Rapid Shot, Skill Focus: Bluff, Taunt, Mobility, Shot on the Run

**Skills** Acrobatics +24, Appraise +6, Bluff +40, Climb +2, Craft (trap) +7, Diplomacy +30, Disable Device +7, Disguise +28, Escape Artist +26, Intimidate +10, Knowledge (local) +24, Linguistics +24, Perception +22, Perform (oral) +7, Sense Motive +22, Sleight of Hand +7, Stealth +23, Swim +2, Use Magic Device +14

**Languages** Weaky Leeks speaks every language listed in the Pathfinder Core Rulebook with the sole exception of Druidic.

**SQ** kobold racial traits, light sensitivity, rogue talents (black market connections, coax information, convincing lie, honeyed words, improved evasion, skill mastery [Bluff, Perception, Sense Motive], defensive roll, slippery mind, hunter's surprise, stealthy sniper)

### SPECIAL ABILITIES

**Natural Born Liar (Ex):** When Weaky Leeks successfully deceives a creature with a Bluff, that creature takes a -2 penalty when opposing his Bluff checks for the next 24 hours. This ability does not stack with itself.

**Grand Hoax (Ex):** Weaky Leeks has the rumormonger advanced rogue talent.

**Evasion (Ex), Improved Uncanny Dodge (Ex), Uncanny Dodge (Ex)**

**Gear** +3 *moderate fortification chain shirt*, *ring of deflection* +2, +3 *acidic seeking light crossbow*, +1 *hand crossbow*, +1 *rapier*, dagger, masterwork disguise kit, 6 *potions of cure critical wounds*, 2 *potions of invisibility*, 3 *potions of fly*, 10 *elixir of fire breath*, *wand of dispel magic*, *bag of holding* (type IV) (5 acid flasks, 5 holy water, 10 tanglefoot bags, 600 feet silk rope, mw manacles), *bag of tricks* (rust), *cloak of charisma* +4, *necklace of adaptation*



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