

The Stolen Heir

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GA PFS

GALTAN RUFFIANS

CR ½

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.**Melee** longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)**Ranged** longbow +3 (1d8/x3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp**GALTAN KIDNAPPERS**

CR 2

Human warrior 4

CE Medium humanoid (human)

Init +3; **Senses** Perception –1

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)**hp** 26 (4d10+4)**Fort** +4, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.**Melee** mwk scimitar +6 (1d6+1/18–20)**Ranged** mwk composite longbow +8 (1d8+1/x3) or throwing axe +7 (1d6+1)

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Dodge, Mobility, Toughness**Skills** Acrobatics +6, Climb +6, Intimidate +6, Stealth +6, Swim +17**Languages** Common, Orc**Combat Gear** *potion of bull's strength*, *potions of cure light wounds* (2), alchemist's fire; **Other Gear** studded leather, masterwork composite longbow with 20 arrows, masterwork scimitar, throwing axe, 59 gp

ALMANT ENDERIOS

CR 2

Male human magus 3 (*Pathfinder RPG Ultimate Magic 9*)

Stats after arcane pool buff:

Melee +1 *bastard sword* +5 (1d10+3/19–20) or sap +4 (1d6+2 nonlethal)

Almant Enderios (CL 3rd, conc +5)

1st

chill touch – necro, VS, touch, SR Y; 3 touch attacks, each touch channels negative energy that deals 1d6 points of damage + fort save or also take 1 STR damage

expeditious retreat – trans, VS, personal, increases land speed by 30ft

grease – conj (crea), VSM, close, 1 object or 10-ft. square, 1min/lvl, Ref neg, SR N, on object: if failed reflex object is dropped save again if boject picked up or used. On floor: fall prone on fail save, move in the grease at half speed with Acro 10 check, fail save again or fall prone

silent image – illu (fig), VSF, long, concentration, Will disbelief (if interacted with), SR N; creates illusion with no sound, smell, texture or temperature

Item: **potion of virtue** – add 1 temp hit point

Player Handout: Almant Enderios's Spellbook (subtier 1-2)

1st level spells:

burning hands, chill touch, expeditious retreat, grease, jump, silent image, vanish^{APG}

Player Handout: Almant Enderios's Spellbook (subtier 4-5)

2nd level spells:

alter self, cat's grace, glitterdust, minor image, spider climb, stone call^{APG}

1st level spells:

burning hands, chill touch, color spray, expeditious retreat, grease, jump, shocking grasp, silent image, vanish^{APG}

ALMANT ENDERIOS

CR 5

Male human magus 6 (*Pathfinder RPG Ultimate Magic 9*)

Stats after arcane pool buff:

Melee +2 *keen bastard sword* +6 (1d10+4/17–20) or sap +4 (1d6+2 nonlethal)

Almant Enderios (CL 6rd, conc +8)

2nd

cat's grace – trans, VSM, touch, 1min/lvl; +4 ench bonus to Dexterity

glitterdust – conj (creation), VSM, medium, 10-ft radius spread, Will neg (blind only), SR N; outlines invisible creatures and blinds. Save every round vs blind, -40 stealth checks

minor image – illu (fig), VSF, long, concentration +2 rds, Will disbelief (if interacted with), SR N; as per silent image (see above) but also minor sounds, no speech

stone call – conj (crea) [earth], VSDF, med, cylinder (40-ft rad, 20-ft high), 1rd/lvl, No save, SR N, dirt and pebbles fill area, dealing 2d6 bludgeoning damage to all creatures. Damage occurs once, then area is difficult terrain for spell duration

1st

chill touch – necro, VS, touch, SR Y; 3 touch attacks, each touch channels negative energy that deals 1d6 points of damage + fort save or also take 1 STR damage

color spray – illu (patt) [MA], VSM, 15-ft cone, Will neg, SR Y; on save fail effects based on HD. 2HD or less: unc, blind, stun for 2d4 rds, then blind and stun for 1d4 rds, then stun for 1 rd. 3-4HD: blind and stun for 1d4 rd, then stun for 1rd. 5+HD: stun 1 rd.

expeditious retreat – trans, VS, personal, increases land speed by 30ft

grease – conj (crea), VSM, close, 1 object or 10-ft. square, 1min/lvl, Ref neg, SR N, on object: if failed reflex object is dropped save again if boject picked up or used. On floor: fall prone on fail save, move in the grease at half speed with Acro 10 check, fail save again or fall prone

shocking grasp – evo [elec], VS, touch, instant, SR Y; deliver touch attack to deal 1d6 points of electricity per caster level, max 5d6. +3 on attack roll to hit if target has metal armor or weapon, or made of metal

RABID DOGS

CR ½

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1 plus disease)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

SPECIAL ABILITIES

Rabies (Ex) Disease– bite; *save* Fort DC 14; *onset* 2d4 weeks; *frequency* 1/day; *effect* 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); *cure* 2 consecutive saves

ADVANCED WOLVES

CR 2

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+4)

Fort +7, **Ref** +7, **Will** +3

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+3 plus trip)

STATISTICS

Str 17, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +10, Stealth +8, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

Koriana Verdothia (CL 2nd)

1st

cure light wounds – conj (healing); Heals drinker for 1d8 plus caster level (max 5) hit points
bomber's eye – trans, 1rd/lvl, while extract is in effect, thrown weapon ranges increase 10 feet, plus +1 insight bonus to attack rolls with thrown weapons

targeted bomb admixture – trans, 1rd/lvl, while extract is in effect, your alchemist bombs do not splash but deal base damage plus twice Intelligence modifier.

Koriana Verdothia (CL 5th)

2nd

cure moderate wounds – conj (healing); Heals drinker for 2d8 plus caster level (max 10) hit points

detect thoughts – not using this in combat

invisibility – illu (glamer), 1 min/lvl; creature becomes invisible

1st

identify – not using this in combat

shield – abj [force], 1 min/lvl; invisible shield of force that adds +4 shield bonus to AC and immune to *magic missile*

plus spells above

BARNABAS OGEN

CR ½

Human expert 1

N Medium humanoid (human)

Init +2; **Senses** Perception +4**DEFENSE****AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** dagger –1 (1d4–1/19–20)**STATISTICS****Str** 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9**Base Atk** +0; **CMB** –1; **CMD** 11**Feats** Run, Skill Focus (Craft [jewelry])**Skills** Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3**Languages** Common**Combat Gear** acid; **Other Gear** padded armor, dagger, masterwork artisan's tools, 188 gp**Player Handout: Koriana Verdothia's Formula Book (subtier 1-2)**1st level extracts:*bomber's eye*^{APG}, *cure light wounds*, *targeted bomb admixture*^{UC}**Player Handout: Koriana Verdothia's Formula Book (subtier 4-5)**2nd level extracts:*cure moderate wounds*, *detect thoughts*, *invisibility*1st level extracts:*bomber's eye*^{APG}, *cure light wounds*, *identify*, *shield*, *targeted bomb admixture*^{UC}**Jyrnas and Mandas Wespertane (subtier 4-5)**

CR 4

Human warrior 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +4**DEFENSE****AC** 20, touch 10, flat-footed 20 (+8 armor, +2 natural)**hp** 51 (6d10+18)**Fort** +7, **Ref** +3, **Will** +3**OFFENSE****Speed** 20 ft.**Melee** mwk heavy flail +9/+4 (1d10+3/19–20); PA +7/+2 (1d10+9/19-20) or mwk halberd +9/+4 (1d10+3/x3); PA +7/+2 (1d10+9/x3) or longspear +8/+3 (1d8+3/x3); PA +6/+1 (1d8+9/x3) or morningstar +8/+3 (1d8+2); PA +6/+1 (1d8+6) or cold iron kukri +8/+3 (1d4+2/18–20); PA +6/+1 (1d4+6/18-20)**Ranged** javelin +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**TACTICS****Base Stats** Without *barkskin* active, Jyrnas and Mandas statistics are **AC** 18, flat-footed 18**STATISTICS****Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8**Base Atk** +6; **CMB** +8; **CMD** 18**Feats** Diehard, Endurance, Power Attack, Toughness**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0**Languages** Common**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water; **Other Gear** masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance* +1, antitoxin, sunrod, 325 gp**Editor's note:** includes stats as if they had drank their potions of *barkskin* before the fight.