**Alik CR 1/2**

Female human warrior 2

N Medium humanoid (human)

**Init** +1; **Senses** Perception +4

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)

**hp** 11 (2d10)

**Fort** +3, **Ref** +1, **Will** –1

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +5 (1d8+2/19–20)

**TACTICS**

**During Combat** Alik does her best to protect Camon, providing a distraction to allow him the opportunity to hide.

**Morale** Alik does not flee unless commanded to do so by Jandri, and then only if she believes Camon is safe. Otherwise, Alik fights until her last breath.

**STATISTICS**

**Str** 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Shield Focus, Weapon Focus (longsword)

**Skills** Intimidate +4, Perception +4, Profession (soldier) +4, Survival +4

**Languages** Common, Varisian

**Gear** leather armor, light wooden shield, longsword, 2 gp

**Anka**

**XP 400**

N Large [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22_animal)

**Init** +2; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html%22%20%5Cl%20%22_scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html%22%20%5Cl%20%22_perception) +6

**DEFENSE**

**AC** 11, touch 11, flat-footed 9 (+2 Dex, –1 size)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

**OFFENSE**

**Speed** 50 ft.

**Melee** 2 hooves –2 (1d4+1)

**Space** 10 ft.; **Reach** 5 ft.

**STATISTICS**

**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

**Base** **Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** [Endurance](http://paizo.com/pathfinderRPG/prd/feats.html%22%20%5Cl%20%22_endurance), [Run](http://paizo.com/pathfinderRPG/prd/feats.html%22%20%5Cl%20%22_run)B

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html%22%20%5Cl%20%22_perception) +6

**SQ** docile

 **Camon CR 1/2**

Male halfling commoner 2

NG Small humanoid (halfling)

**Init** +2; **Senses** Perception +5

**DEFENSE**

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 11 (2d6+4)

**Fort** +2, **Ref** +3, **Will** +0; +2 vs. fear

**OFFENSE**

**Speed** 20 ft.

**Melee** dagger +1 (1d3–1/19–20)

**TACTICS**

**During Combat** Camon, still unused to his freedom, attempts to stay hidden during combat. He hides among the crates on the wagon or under the wagon, as the situation dictates.

**Morale** Camon does not move from his hiding spot. If discovered, he simply cowers.

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 12, **Int** 11, **Wis** 9, **Cha** 10

**Base Atk** +1; **CMB** –1; **CMD** 11

**Feats** Athletic

**Skills** Acrobatics +4 (0 when jumping), Climb +7, Perception +5, Profession (shipwright) +3, Swim +5; **Racial Modifiers** Acrobatics +2 (–2 when jumping), +2 Climb, +2 Perception

**Languages** Common, Halfling

**Gear** dagger, 8 gp

**Jandri CR 1/2**

Male human expert 2

N Medium humanoid (human)

**Init** +1; **Senses** Perception +7

**DEFENSE**

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 9 (2d8)

**Fort** +0, **Ref** +1, **Will** +5

**OFFENSE**

**Speed** 30 ft.

**Melee** club (1d6–1)

**TACTICS**

**During Combat** During combat, Jandri tries to keep Anka and the wagon out of harm’s way, relying on Kazrin and the PCs to defend him and the cargo. If attacked, he retaliates using his club to bludgeon enemies.

**Morale** If three or more PCs fall in battle, Jandri panics and attempts to flee on the back of Anka as fast as the horse can manage.

**STATISTICS**

**Str** 9, **Dex** 12, **Con** 10, **Int** 11, **Wis** 15, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Animal Affinity, Skill Focus (Survival)

**Skills** Handle Animal +6, Heal +7, Knowledge (geography) +5, Perception +7, Profession (driver) +7, Ride +8, Sense Motive +7, Survival +10

**Languages** Common, Varisian

**Gear** leather armor, club

**Kazrin CR 1/2**

Male human warrior 2

N Medium humanoid (human)

**Init** +1; **Senses** Perception +4

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)

**hp** 11 (2d10)

**Fort** +3, **Ref** +1, **Will** –1

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +5 (1d8+2/19–20)

**TACTICS**

**During Combat** Kazrin attempts to stay close to Jandri and the wagon. If any creatures attack him, Jandri, or the wagon, Kazrin defends them as best he can. Otherwise, he attempts to stay out of combat if possible, as he does not want to get in the way, and leaves most of the fighting to the PCs.

**Morale** Kazrin only flees if commanded to do so by Jandri. If Jandri falls, Kazrin fights to the death.

**STATISTICS**

**Str** 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Shield Focus, Weapon Focus (longsword)

**Skills** Perception +4, Profession (soldier) +4, Ride +5, Survival +4

**Languages** Common, Varisian

**Gear** leather armor, light wooden shield, longsword, 2 gp