

#5-99 The Paths We Choose

Compiled by Carlos Robledo
GA PFS

HIRED GUARD

CR 1

Human warrior 3

LN Medium humanoid (human)

Init –1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19–20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

EXPERT BODYGUARD

CR 5

Human warrior 7

N Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, –1 Dex, +1 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2/19–20) or kukri +8/+3 (1d4+1/18–20)

Ranged mwk light crossbow +7 (1d8/19–20)

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear *potion of barkskin*, *potion of bear's endurance*, *potion of cure moderate wounds*, *screaming bolt*, tanglefoot bag (2); **Other Gear** masterwork banded mail, masterwork light steel shield, +1 *longsword*, kukri, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

DEVILFISH

CR 4

NE Large magical beast (aquatic)

Init +3; **Senses** low-light vision, see in darkness; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +2

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft.; jet (240 ft.)

Melee tentacles +7 (3d6+4 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks savage bite (+7 melee, 2d6+4/18–20 plus poison), unholy blood

STATISTICS

Str 17, **Dex** 17, **Con** 16, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Combat Reflexes, Power Attack

Skills Escape Artist +5, Perception +5, Stealth +3, Swim +15

Languages Abyssal, Aquan, Common

SQ water dependency

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 consecutive saves.

Savage Bite (Ex) A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as well.

Unholy Blood (Su) A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 15 Fortitude save or be nauseated for 1d4 rounds—this save need be made only once per cloud. The save DC is Constitution-based.

Water Dependency (Ex) A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate (Pathfinder RPG Core Rulebook 445).

YOUNG DEVILFISH

CR 3

NE Medium magical beast (aquatic)

Init +5; **Senses** low-light vision, see in darkness; Perception +5

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 Dex, +3 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +9, **Will** +2

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft.; jet (240 ft.)

Melee tentacles +6 (2d6+1 plus grab)

Space 5 ft.; **Reach** 15 ft.

Special Attacks savage bite (+6 melee, 2d6+4/18–20 plus poison), unholy blood

STATISTICS

Str 13, **Dex** 21, **Con** 12, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +6 (+10 grapple); **CMD** 21 (can't be tripped)

Feats Cleave, Combat Reflexes, Power Attack

Skills Escape Artist +7, Perception +5, Stealth +9, Swim +13

Languages Abyssal, Aquan, Common

SQ water dependency

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 consecutive saves.

Savage Bite (Ex) A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as well.

Unholy Blood (Su) A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 15 Fortitude save or be nauseated for 1d4 rounds—this save need be made only once per cloud. The save DC is Constitution-based.

Water Dependency (Ex) A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate (Pathfinder RPG Core Rulebook 445).

ADVANCED DEVILFISH

CR 5

NE Large magical beast (aquatic)

Init +5; **Senses** low-light vision, see in darkness; Perception +7

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, –1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +9, **Will** +4

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft.; jet (240 ft.)

Melee tentacles +9 (3d6+6 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks savage bite (+9 melee, 2d6+6/18–20 plus poison), unholy blood

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 7, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 26 (can't be tripped)

Feats Cleave, Combat Reflexes, Power Attack

Skills Escape Artist +7, Perception +7, Stealth +5, Swim +17

Languages Abyssal, Aquan, Common

SQ water dependency

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; save Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Savage Bite (Ex) A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as well.

Unholy Blood (Su) A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 15 Fortitude save or be nauseated for 1d4 rounds—this save need be made only once per cloud. The save DC is Constitution-based.

Water Dependency (Ex) A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate (Pathfinder RPG Core Rulebook 445).

Player Handout: Doomseer's Spellbook

Level 3 spells:

fly, invisibility sphere

Subtier 3-4

Level 2 spells:

glitterdust, locate object, scare, scorching ray, see invisibility

Level 1 spells:

grease, hydraulic push, touch of gracelessness, true strike, vanish

Player Handout: Doomseer's Spellbook

Level 5 spells:

cone of cold, prying eyes, suffocation

Subtier 6-7

Level 4 spells:

dimensional anchor, enervation, locate creature, stoneskin

Level 3 spells:

dispel magic, fly, haste, invisibility sphere

Level 2 spells:

false life, glitterdust, locate object, mirror image, scare, scorching ray, see invisibility

Level 1 spells:

grease, hydraulic push, magic missile, touch of gracelessness, true strike, vanish

HUNGRY FLESH

CR 3

N Large ooze

Init –3; **Senses** blindsight 60 ft., scent; Perception –5

DEFENSE

AC 8, touch 6, flat-footed 8 (–3 Dex, +2 natural, –1 size)

hp 47 (5d8+25); regeneration 5 (acid or fire)

Fort +6, **Ref** –2, **Will** –4

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

Str 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

Disease (Ex) Tumor Infestation—Injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

ADVANCED HUNGRY FLESH

CR 3

N Large ooze

Init –1; **Senses** blindsight 60 ft., scent; Perception –3

DEFENSE

AC 12, touch 8, flat-footed 10 (–1 Dex, +4 natural, –1 size)

hp 57 (5d8+35); regeneration 5 (acid or fire)

Fort +8, **Ref** +0, **Will** –2

Defensive Abilities amorphous; **Immune** ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +7 (1d6+6 plus disease and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d6+6 plus disease)

STATISTICS

Str 20, **Dex** 7, **Con** 24, **Int** —, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 18 (can't be tripped)

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

Disease (Ex) Tumor Infestation—Injury; *save* Fort DC 19; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 19). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

Player Handout: Dalva's Formula Book

Subtier 3-4

Level 2 extracts:

barkskin, fire breath, spider climb, vomit swarm

Level 1 extracts:

expeditious retreat, jump, keen senses, reduce person, stonefist

Player Handout: Dalva's Formula Book

Subtier 6-7

Level 3 extracts:

bloodhound, gaseous form, haste

Level 2 extracts:

barkskin, fire breath, invisibility, spider climb, vomit swarm

Level 1 extracts:

expeditious retreat, jump, keen senses, reduce person, shield, stonefist

TALMAR **CR 2**
 Human ranger 3
 CG Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 30 (3d10+9)
Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.
Melee unarmed strike +6 (1d3+3 nonlethal)
Special Attacks favored enemy (animals +2)

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 17
Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)
Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7
Languages Common
SQ favored terrain (forest +2), track +1, wild empathy +2

HOLIANDA WIST **CR 2**
 Half-elf paladin 3
 LG Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +4
Aura courage (10 ft.)

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 21 (3d10)
Fort +5, **Ref** +5, **Will** +6; +2 vs. enchantments; **Immune** disease, fear, sleep

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d3+2 nonlethal)
Special Attacks smite evil 1/day (+2 attack and AC, +3 damage) [used for the day]
Paladin Spell-Like Abilities (CL 3rd; concentration +5)
 At will—*detect evil*

STATISTICS

Str 15, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +5; **CMD** 17
Feats Skill Focus (Acrobatics), Two-Weapon Defense, Two-Weapon Fighting
Skills Acrobatics +7, Diplomacy +7, Perception +4
Languages Common, Elven
SQ aura, code of conduct, elf blood, lay on hands (1d6, 3/day [2 used already]), mercy (shaken)

ELWYHIR ESHIKONAS **CR 2**
 Elf sorcerer 3
 NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 19 (3d6+6)
Fort +2, **Ref** +5, **Will** +2; +2 vs. enchantments
Immune sleep; **Resist** cold 5

OFFENSE

Speed 30 ft.
Melee 2 claws +1 (1d4) or unarmed strike +1 (1d3 nonlethal)
Special Attacks claws (2, 1d4, 5 rounds/day)
Sorcerer Spells Known (CL 3rd; concentration +5)
 1st (6/day [5 used])—*cause fear* (DC 13), *endure elements*, *mage armor*, *magic missile*
 0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *ray of frost*, *read magic*
Bloodline draconic (white)

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 15, **Wis** 8, **Cha** 15
Base Atk +1; **CMB** +1; **CMD** 13
Feats Combat Casting, Eschew Materials, Lightning Reflexes
Skills Intimidate +8, Knowledge (arcana) +8, Perception +7, Spellcraft +8 (+10 to identify magic item properties)
Languages Common, Draconic, Elven, Goblin
SQ bloodline arcana (cold spells deal +1 damage per die), elven magic, weapon familiarity

BLACKBURN THUGS

Half-orc rogue 2

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)**hp** 19 (2d8+7)**Fort** +1, **Ref** +5, **Will** +1**Defensive Abilities** evasion, orc ferocity**OFFENSE****Speed** 30 ft.**Melee** mwk greataxe +5 (1d12+4/3)**Ranged** shortspear +3 (1d6+3)**Special Attacks** sneak attack +1d6**TACTICS****Before Combat** The thugs approach the PCs from several directions.**During Combat** The thugs aim to sow confusion, harass spellcasters, and provide Midley Blackburn easy targets to finish off.**Morale** A thug prefers to drink a potion of cure light wounds when reduced to 5 or fewer hit points. Otherwise, they continue fighting so long as Midley does, and continue to fight for 1 round after he dies or flees.**STATISTICS****Str** 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Toughness**Skills** Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5**Languages** Common, Orc**SQ** orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity**Combat Gear** *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

Subtier 3-4

CR 1

BLACKBURN THUGS

Human warrior 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +4**DEFENSE****AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 51 (6d10+18)**Fort** +7, **Ref** +3, **Will** +3**OFFENSE****Speed** 20 ft.**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/x3) or longspear +8/+3 (1d8+3/x3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)**Ranged** javelin +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**TACTICS****Before Combat** The thugs approach the PCs from several directions. If they have sufficient warning, they consume their potions of barkskin.**During Combat** The thugs aim to sow confusion, harass spellcasters, and provide Midley Blackburn easy targets to finish off.**Morale** A thug prefers to drink a potion of cure moderate wounds when reduced to 15 or fewer hit points. Otherwise, they continue fighting so long as Midley does, and continue to fight for 1 round after he dies or flees.**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

Subtier 6-7

CR 4

OWB**CR 6**

NE Medium outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +13

DEFENSE

AC 17, touch 17, flat-footed 10 (+6 Dex, +1 dodge)

hp 76 (8d10+32); fast healing 2

Fort +10, **Ref** +8, **Will** +8

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 5 ft., fly 60 ft. (perfect)

Melee 2 claws +12 (1d8+4 plus 1d6 cold)

Ranged burning cold +14 touch (3d6 cold)

Special Attacks burning cold, curse of darkness

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts*, *dust of twilight* (DC 15)

5/day—*shadow step*

1/day—*plane shift* (self only, to or from the Shadow Plane only)

STATISTICS

Str 18, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative, Point-Blank Shot

Skills Bluff +12, Diplomacy +11, Fly +18, Knowledge (planes) +11, Perception +13,

Sense Motive +13, Spellcraft +7, Stealth +17

Languages Dark Folk (can't speak); telepathy 100 ft.

SPECIAL ABILITIES

Burning Cold (Su) As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deal 3d6 points of cold damage.

Curse of Darkness (Su) With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 17 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with break enchantment or remove curse, unless the target has the dark folk subtype, in which case the effect can only be removed by wish or similar magic. The save DC is Charisma-based.

CHOMPER**CR 1**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1

OFFENSE**Speed** 40 ft.**Melee** bite +3 (1d6+3 plus trip)

STATISTICS**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking);**Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**MERCENARY HEALER****CR ½**

Human cleric 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 9 (1d8+1)**Fort** +3, **Ref** +1, **Will** +4

OFFENSE**Speed** 30 ft.**Melee** morningstar –1 (1d8–1)**Ranged** light crossbow +2 (1d8/19–20)**Special Attacks** channel negative energy 6/day (DC 13, 1d6)**Domain Spell-Like Abilities** (CL 1st; concentration +3)

5/day—inspiring word (1 round)

Cleric Spells Prepared (CL 1st; concentration +3)1st—*cure light wounds*, *longstrider*^P, *protection from good*0 (at will)—*detect magic*, *mending*, *read magic***D** Domain spell; **Domains** Nobility, Travel

STATISTICS**Str** 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 17**Base Atk** +0; **CMB** –1; **CMD** 10**Feats** Selective Channeling, Weapon Focus (light crossbow)**Skills** Appraise +4, Diplomacy +7, Knowledge (religion) +4, Spellcraft +4**Languages** Common**SQ** aura, +10 base speed from Travel domain, agile feet (5/day)**Combat Gear** *potion of cure light wounds*, tanglefoot bags (2); **Other Gear** chainmail,

light crossbow with 20 bolts, morningstar, silver unholy symbol, 22 gp

DIVINE LOREMASTER

CR 8

Halfling cleric 7/Loremaster 2

LN Small humanoid (halfling)

Init +2; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 size)

hp 42 (7d8+2d6)

Fort +9, **Ref** +8, **Will** +12; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6/+1 (1d6–2)

Special Attacks channel positive energy 5/day (DC 15, 4d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—resistant touch, touch of law

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*breath of life*, *spell resistance*^D

4th—*discern lies* (DC 17), *divination*, *order's wrath*^D

3rd—*invisibility purge*, *locate object*, *magic circle against chaos*^D, *magic vestment*, *remove disease*

2nd—*augury*, *hold person* (DC 15), *lesser restoration*, *status*, *shield other*^D, *zone of truth* (DC 15)

1st—*bane*, *bless*, *command* (DC 14), *comprehend languages*, *obscuring mist*, *sanctuary*^D (DC 14)

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*

D Domain spell; **Domains** Law, Protection

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 17, **Wis** 16, **Cha** 15

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

Feats Brew Potion, Combat Casting, Empower Spell, Scribe Scroll, Skill Focus (Knowledge [religion])

Skills Acrobatics +3 (–1 when jumping), Bluff +7, Climb –1, Diplomacy +14, Heal +11, Intimidate +7, Knowledge (arcana, engineering, geography, nature) +4, Knowledge (dungeoneering) +6, Knowledge (history, local, nobility) +9, Knowledge (planes) +14, Knowledge (religion) +19, Perception +14, Sense Motive +11

Languages Common, Halfling

SQ aura, lore +1, secrets (instant mastery)

Combat Gear *potions of cure light wounds* (5), *potion of lesser restoration*, *potions of remove disease* (2), *scrolls of consecrate* (2), *scrolls of delay poison* (2), *scrolls of resist energy* (2), *scrolls of spiritual weapon* (2); **Other Gear** masterwork chain shirt, masterwork heavy mace, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1, incense (worth 50 gp), marked sticks (worth 25 gp), pair of platinum rings (worth 50 gp), 463 gp

VAULT GUARDS

CR 4

Human warrior 6

LN Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 51 (6d10+18)

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

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/x3) or longspear +8/+3 (1d8+3/x3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

Ranged javelin +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

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

IARA TALSON**CR 5**

Human expert 7

N Medium humanoid (human)

Init –1; **Senses** Perception +13

DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, –1 Dex)**hp** 31 (7d8)**Fort** +3, **Ref** +2, **Will** +9

OFFENSE

Speed 30 ft.**Melee** mwk silver dagger +5 (1d4–1/19–20)**Ranged** mwk silver dagger +5 (1d4–1/19–20)

STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +5; **CMB** +4; **CMD** 13**Feats** Alertness, Iron Will, Persuasive, Skill Focus (Appraise, Intimidate)**Skills** Appraise +15, Bluff +11, Diplomacy +13, Handle Animal +6, Intimidate +11, Knowledge (geography) +7, Knowledge (history, nobility) +4, Knowledge (local) +12, Perception +13, Profession (merchant) +11, Ride +9, Sense Motive +13, Survival +2**Languages** Common, Dwarven, Elven**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork silver dagger, masterwork rapier, *bracers of armor* +1, *cloak of resistance* +1, guard dog, magnifying glass, merchant's scale, bit and bridle, heavy horses (2), light horse (combat trained), riding saddle, saddlebags, wagon, 720 gp**DWARVEN RAGER****CR 1**

Dwarf barbarian 2

CN Medium humanoid (dwarf)

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 10, flat-footed 16 (+6 armor, +2 Dex, –2 rage, +2 shield)**hp** 28 (2d12+10)**Fort** +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge

OFFENSE

Speed 30 ft.**Melee** mwk dwarven waraxe +7 (1d10+4/x3) or mwk dwarven waraxe +5 (1d10+4/x3), armor spikes +4 (1d6+2) or spiked heavy steel shield +4 (1d8+4)**Ranged** throwing axe +4 (1d6+4)**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, rage (8 rounds/day), rage powers (knockback)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will** +2; **Melee** mwk dwarven waraxe +5 (1d10+2/x3) or mwk dwarven waraxe +3 (1d10+2/x3), armor spikes +2 (1d6+1) or spiked heavy shield +2 (1d8+2); **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15; **CMB** +4; **Skills** Climb +1.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +2; **CMB** +6; **CMD** 16 (20 vs. bull rush or trip)**Feats** Two-Weapon Fighting**Skills** Climb +3, Knowledge (dungeoneering, engineering) +2, Perception +7 (+9 to notice unusual stonework), Survival +6**Languages** Common, Dwarven**SQ** fast movement**Combat Gear** acid; **Other Gear** masterwork breastplate with armor spikes, spiked heavy steel shield, masterwork dwarven waraxe, throwing axe, 2 gp

AXE WARRIOR

CR 2

Half-orc barbarian 3

CE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, –2 rage)

hp 40 (3d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk greataxe +9 (1d12+7/x3)

Ranged mwk sling +5 (1d4+5)

Special Attacks rage (10 rounds/day), rage powers (intimidating glare)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 34; **Fort** +5, **Will**+1; **Melee** mwk greataxe +7 (1d12+4/x3); **Ranged** mwk sling +5 (1d4+3); **Str** 17, **Con** 14; **CMB** +6; **Skills** Climb +5, Intimidate +12, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +8; **CMD** 17

Feats Intimidating Prowess, Power Attack

Skills Climb +7, Intimidate +14, Perception +6, Survival +4, Swim +5

Languages Common, Orc

SQ fast movement, orc blood, weapon familiarity

Combat Gear *potion of cure light wounds, potion of lesser restoration, potion of protection from good*; **Other Gear** mwk chainmail, mwk greataxe, mwk sling with 10 bullets, climber's kit, 250 gp