

ANT SWARM CR 1 N Diminutive [vermin](#) ([swarm](#))

Init +3; Senses darkvision 60 ft., [tremorsense](#) 30 ft.; [Perception](#) +4, Speed 20, Climb 20

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, Ref +3, Will +0

Defensive Abilities [swarm traits](#); Immune mind-affecting effects, weapon damage

Melee swarm (1d6 plus [poison](#) and distraction DC11)

Space 10 ft.; Reach 0 ft.

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +1; CMB —; CMD —

Skills [Climb](#) +11, [Perception](#) +4

Poison (Ex) Swarm—injury; save Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

ADVANCED ANT SWARM CR 1 N Diminutive [vermin](#) ([swarm](#))

Init +3; Senses darkvision 60 ft., [tremorsense](#) 30 ft.; [Perception](#) +4, Speed 20, Climb 20

AC 21, touch 19, flat-footed 16 (+5 Dex, +4 size, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +2

Defensive Abilities [swarm traits](#); Immune mind-affecting effects, weapon damage

Melee swarm (1d6 plus [poison](#) and distraction DC13)

Space 10 ft.; Reach 0 ft.

Str 3, Dex 21, Con 14, Int —, Wis 14, Cha 6

Base Atk +1; CMB —; CMD —

Skills [Climb](#) +13, [Perception](#) +6

Poison (Ex) Swarm—injury; save Fort DC 13; *frequency* 1/round for 3 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

LIZARDFOLK CR 1 N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1, Speed 30, Swim 15

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

Melee morningstar +2 (1d8+1), claw +0 (1d4), bite +0 (1d4)

Ranged javelin +1 (1d6+1)

Str 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

Feats Multiattack

Skills Acrobatics +2, Perception +1, Swim +10 **Languages** Draconic

LIZARDFOLK VANGUARD CR 2 Barbarian 1 CN Medium humanoid (reptilian)

Init +2; **Senses** Perception +6, Speed 40, Swim 15

AC 17, touch 10, flat-footed 15 (+2 armor, +2 Dex, +5 natural, –2 rage)

hp 33 (3 HD; 2d8+1d12+12)

Fort +9, **Ref** +2, **Will** +3

Melee mwk morningstar +8 (1d8+7), bite +5 (1d6+2) or 2 claws +7 (1d4+5), bite +5 (1d6+2)

with power attack MS +7 (1d8+10), bite +4 (1d6+3) or 2 claws +6 (1d4+7), bite +4 (1d6+3)

Ranged javelin +4 (1d6+5)

Base Statistics When he's not raging, the vanguard's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 27; **Fort** +7, **Will** +1; **Melee** mwk morningstar +6 (1d8+4), bite +3 (1d6+1) or claw +5 (1d4+3), bite +3 (1d6+1); **Str** 17, **Con** 15; **CMB** +5; **Skills** Swim +16.

Str 21, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 17

Feats Multiattack, Power Attack

Skills Acrobatics +10 (+14 when jumping), Perception +6, Survival +5, Swim +18

Languages Draconic

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk leather armor, mwk morningstar, javelins (4), 8 gp

FIVEKNIVES KALIM CR 3 Male human hunter 4 NE

Init +4; **Senses** Perception +8, Speed 30

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 29 (4d8+8)

Fort +5, **Ref** +8, **Will** +2, **EVASION**

Melee mwk dagger +7 (1d4+4/19–20), mwk dagger +7 (1d4+2/19–20)

Ranged mwk dagger +9 (1d4+4/19–20)

Hunter Spells Known (CL 4th; concentration +5)

2nd (1)—*barkskin*, *bull's strength*, 1st (4)—*CLW*, *faerie fire*, *longstrider*, *pass without trace*

Str 18, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8 **Base Atk** +3; **CMB** +7; **CMD** 21

Feats Distracting Charge (allies get +2 attack versus charge target), Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Handle Animal +6, Intimidate +6, Knowledge (geography) +7, Knowledge (nature) +7, Perception +8, Stealth +11, Survival +8 **Languages** Common

SQ animal companion, animal focus (mouse active), hunter tactics, improved empathic link, nature training, track +2, wild empathy +3

Combat Gear *potion of cure moderate wounds*, smokesticks (2), tanglefoot bags (2); **Other Gear** mwk leather armor, antitoxin (2), everburning torch, tindertwigs (5), mwk daggers (5)

SAFIRA CR — Female panther (small cat) animal companion, N Medium animal

Init +9; **Senses** low-light vision, scent; Perception +5, Speed 50, sprint

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

hp 30 (4d8+12)

Fort +7, **Ref** +9, **Will** +2, **EVASION**

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

Morale Safira, ill-treated by her master, doesn't care to stick around and defend him if the fight goes poorly. She flees if reduced to 15 hit points or fewer. The PCs can also chase the wretched creature off by succeeding at a DC 20 Handle Animal or Intimidate check.

Str 17, **Dex** 20, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 21 (25 vs. trip)

Feats Distracting Charge, Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +9 (+13 when jumping), Climb +7, Perception +5, Stealth +12

SQ tricks (attack, down, fetch, guard, heel, seek, stay, track)

FIVEKNIVES KALIM CR 6 Male human hunter 7 NE

Init +4; **Senses** Perception +11, Speed 30

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 63 (7d8+28)

Fort +8, **Ref** +9, **Will** +3, **EVASION**

Melee mwk dagger +9 (1d4+4/19–20), mwk dagger +9 (1d4+4/19–20)

Ranged mwk dagger +9 (1d4+8/19–20) with deadly aim

Hunter Spells Known (CL 7th; concentration +8)

3rd (1)—*CMW, dominate animal* (DC 14), 2nd (3)—*barkskin, bull's strength, cat's grace, hold animal* (DC 13), 1st (5)—*CLW, faerie fire, jump, longstrider, pass without trace*

Str 18, **Dex** 18, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 23

Feats Deadly Aim, Distracting Charge, Double Slice, Intercept Charge, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Handle Animal +9, Intimidate +9, Knowledge (geography) +10, Knowledge (nature) +10, Perception +11, Stealth +13, Survival +11, **Languages** Common

SQ animal companion, animal focus, hunter tactics, improved empathic link, nature training, track +3, wild empathy +6, woodland stride

Combat Gear *potion of cure moderate wounds*, smokesticks (2), tanglefoot bags (2); **Other Gear** +1 *chain shirt, candle of truth*, antitoxins (2), mwk daggers (5)

SAFIRA Female panther (small cat) animal companion, N Medium animal

Init +9; **Senses** low-light vision, scent; Perception +5, Speed 50, sprint

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +10, **Will** +3; +4 vs. enchantment spells and effects, **EVASION**

Melee bite +8 (1d6+4 plus trip, +8), 2 claws +8 (1d3+4)

Str 18, **Dex** 21, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. trip)

Feats Distracting Charge (+2 to hit charge target), Improved Initiative, Intercept Charge (IA to intervene with single move), Skill Focus (Stealth), Toughness

Skills Acrobatics +9 (+13 when jumping), Climb +8, Perception +5, Stealth +12, Survival +2, Swim +8

SQ tricks (attack any creature, defend, down, fetch, guard, heel, seek, stay, track)

Novice Scout, NE Half Elf Ranger 1

Init +3; **Senses** low-light vision; Perception +10, Speed 30

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments, **Immune** sleep

Melee longsword +3 (1d8+3/19–20) or

Ranged longbow +4 (1d8/×3)

Special Attacks favored enemy (orcs +2)

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Climb +6, Knowledge (local) +1, Knowledge (nature) +4, Perception +10, Stealth +7, Survival +5 **Languages** Common, Elven

Combat Gear *potion of cure light wounds*, alchemist's fire, masterwork arrows (3), smokestick; **Other Gear** masterwork studded leather, longbow with 20 arrows, longsword, shortspear,

Experienced Ranger CR 2 Human ranger 3 CE Medium humanoid (human)

Init +1/3; **Senses** Perception +7, Speed 30

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

Melee 2 mwk handaxes +6 (1d6+3/×3)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Special Attacks favored enemy (animals +2)

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](#), WF Hand Axe

Skills [Climb](#) +9, [Intimidate](#) +4, [Knowledge](#) (geography) +5, [Knowledge](#) (local) +2, [Knowledge](#) (nature) +6, Perception +7(9), [Stealth](#) +7(9), [Survival](#) +7, **Languages** Common

SQ favored terrain (forest +2), track +1, wild empathy +2

Combat Gear *potion of [bull's strength](#)*, *potions of [cure light wounds](#)* (2), *[potion of hide from animals](#)*; **Other Gear** masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts, 63 gp

Tyrannosaurus CR 9 N Gargantuan [animal](#)

Init +5; Senses low-light vision, [scent](#); [Perception](#) +37, Speed 40

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)

hp 153 (18d8+72)

Fort +15, Ref +12, Will +10

Melee bite +20 (4d6+22/19–20 plus [grab](#), +32)

Space 20 ft.; Reach 20 ft.

Special Attacks [swallow whole](#) (2d8+11, AC 17, hp 15)

Str 32, Dex 13, Con 19, Int 2, Wis 15, Cha 10

Base Atk +13; CMB +28 (+32 grapple); CMD 39

Feats [Bleeding Critical](#), [Critical Focus](#), [Diehard](#), [Endurance](#), [Improved Critical](#) (bite), [Improved Initiative](#), [Iron Will](#), [Run](#), [Skill Focus](#) ([Perception](#))

Skills [Perception](#) +37; Racial Modifiers +8 [Perception](#)