

GALTAN RUFFIANS (low)

LOCAL DC 16

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/×3)

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

Hit Points 15	Subdual
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Hit Points 15	Subdual
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Hit Points 15	Subdual
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Surrenders at <5; 2+ surrender or go down, all surrender

GALTAN KIDNAPPERS (high) LOCAL DC 17

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/×3) 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

Hit Points 26	Subdual
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Hit Points 26	Subdual
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Hit Points 26	Subdual
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Hit Points 26	Subdual
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Surrenders at <8; 2+ surrender or go down, all surrender

arrows, masterwork scimitar, throwing axe, 59 gp

ALMANT ENDERIOS (low)

LOCAL DC 18

Male human magus 3

N Medium humanoid (human)

Init +5; Senses Perception +3

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 dex)

hp 20 (3d8+3)

Fort +4, Ref +2, Will +5

OFFENSE

Speed 30ft

Melee mwk bastard sword +5 (1d10+2/19-20) or
sap +4 (1d6+2 nonlethal)

Ranged shortbow +4 (1d6/x3)

Special Attacks spell combat (-2 attack), spellstrike

Magus Spells Prepared (CL 3rd; concentration +5)

See Spellcaster box

STATISTICS

Str 15, Dex 13, Con 12, Int 14, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD 15

Feats Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Iron Will

Skills Climb +5, Intimidate +6, Knowledge (arcana) +7,
Perception +3, Sense Motive +3, Spellcraft +8, Stealth
+3

Hit Points 20	Subdual
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Surrenders or flees at <6

L1 Spells <ul style="list-style-type: none">chill touchexpeditious retreatgreasesilent image	L0 Spells <ul style="list-style-type: none">detect magicflareghost soundspark
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Languages Common, Elven, Gnome

SQ arcane pool (3 points, +1), magus arcana (concentrate)

Combat Gear potions of virtue (2), thunderstone (2), Other Gear mwk chain shirt, mwk bastard sword, sap, shortbow with 20 mwk arrows, dust of tracelessness, elixer of truth, bedroll, bullseye lantern, hourglass, ink, inkpen, flasks of oil (2), paper (5 sheets), spellbook (see handout), spell component pouch, trail rations (2 days), 8pp, 83gp

ALMANT ENDERIOS (high) LOCAL DC 18

Male human magus 3
N Medium humanoid (human)
Init +7; **Senses** Perception +6

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 dex, +2 nat)
hp 45 (6d8+15)
Fort +6, **Ref** +5, **Will** +7

OFFENSE

Speed 30ft
Melee mwk bastard sword +9 (1d10+4/19-20) or
sap +7 (1d6+3 nonlethal)

Ranged longbow +8 (1d8/x3)

Special Attacks spell combat (-2 attack), spellstrike

Magus Spells Prepared (CL 3rd; concentration +5)
See Spellcaster box

STATISTICS

Str 16, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Iron Will, Toughness, Weapon Focus (Bastard Sword)

Skills Climb +8, Intimidate +9, Knowledge (arcana) +9, Perception +6, Sense Motive +3, Spellcraft +11,

Hit Points 45	Subdual
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Surrenders at <9

L1 Spells	L1 Spells	L0 Spells
<ul style="list-style-type: none">Cat's GraceGlitterdustmnr imagestone call	<ul style="list-style-type: none">chill touchexp. retreatgreasesilent image	<ul style="list-style-type: none">detect magicflareghost soundspark

Stealth +7

Languages Common, Elven, Gnome

SQ arcane pool (5 points, +2), magus arcana (concentrate, pool strike +3d6) spell recall

Combat Gear potio nof barkskin, thunderstone (2) **Other Gear** +1 chain shirt, +1 bastard sword, sap, longbow with 20 mwk arrows, dust of tracelessness, elixer of truth, bedroll, bullseye lantern, hourglass, ink, inkpen, paper (5 sheets), pints of oil (2), spellbook (see handout), spell components pouch, trail rations (2 days), 8pp, 220gp

Almant Enderios's Spellbook (1-2)

1st level spells: burning hands, chill touch,
expeditious retreat, grease, jump, silent image,
vanish

Almant Enderios's Spellbook (4-5)

2nd level spells: alter self, cat's grace, glitterdust,
minor image, spider climb, stone call
1st level spells: burning hands, chill touch, color
spray, expeditious retreat, grease, jump,
shocking grasp, silent image, vanish

RABID DOGS (low)

NATURE DC6

N Small animal

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

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 nat, +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

Hit Points 6	Subdual
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Hit Points 6	Subdual
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Hit Points 6	Subdual
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Hit Points 6	Subdual
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To the Death!

ADVANCED WOLVES (high) NATURE DC 7

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

Hit Points 17	Subdual
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Hit Points 17	Subdual
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Hit Points 17	Subdual
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Hit Points 17	Subdual
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To the Death!

KORIANA VERTOTHIA (low) LOCAL DC 16

Half-elf alchemist 2

N Medium Humanoid (elf, human)

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

Fort +3, **Ref** +5, **Will** +1; +2 vs. Enchantments, +2 vs. poison

Immune sleep

OFFENSE

Speed 30ft

Melee dagger (1d4-1/19-20)

Ranged bomb +4 (1d6+3 fire)

Special Attack bomb 5/day (1d6+3 fire, DC14)

Alchemist Extracts Prepared (CL 2nd)
see spell list

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 12

Feats Brew Potion, Persuasive, Skill Focus (Sense Motive), Throw Anything

Skills Bluff +2, Craft (alchemy) +8, Diplomacy +4, Heal +5, Intimidate +3, Knowledge (arcana) +7 Knowledge (local) +4, Perception +8, Profession (druggist) +5,

Hit Points 14	Subdual
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Surrenders at <5

L1 Extracts

- cure light wounds
- bomber's eye
- targeted bomb admix

Bombs

Sense Motive +6, Sleight of Hand +7; Racial Modifiers +2 Perception

Languages Common, Draconic, Elven, Gnome, Kelish
SQ Alchemy (alchemy crafting +2, identify poisons), discoveries (precise bombs [3 squares]), elf blood, mutagen (+4/-2, +2 natural, 20min), poison use

Combat Gear potions of cure light wounds (2), wand of crafter's fortune (10 charges), smokestick, tanglefoot bag (2); **other gear** dagger, belladonna (3 doses), black adder venom (3 doses), pesh (7 doses), striped toadstool posion (5 doses), tiindertwigs (5)

KORIANA VERDOTHIA (high) LOCAL DC 19

Half-elf alchemist 5

N Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

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

Fort +4, **Ref** +6, **Will** +2; +2 vs. enchantments, +4 vs. poison

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged bomb +6 (3d6+4 fire)

Special Attacks bomb 9/day (3d6+4 fire, DC 16)

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 18, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 14

Feats Brew Potion, Persuasive, Point-Blank Shot, Precise Shot, Skill Focus (Sense Motive), Throw Anything

Skills Bluff +5, Craft (alchemy) +12, Diplomacy +8, Heal +7, intimidate +3, Knowledge (arcana) +10, Knowledge (local) +7, Perception +11, Profession (druggist) +6, Sense Motive +9, Sleight of Hand +9; Racial Modifiers +2 Perception

Languages Common, Draconic, Elven, Gnome, Sylvan,

Hit Points 31	Subdual
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Surrenders at <5

L1 Extracts <ul style="list-style-type: none">cure light woundsbomber's eyetargeted bomb admixIdentifyShield	L2 Spells <ul style="list-style-type: none">cure moderate woundsdetect thoughtsinvisibility
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Bombs

Kelish

SQ alchemy (alchemy crafting +5, identify potions), mutagen (+4/–2, +2 natural, 50 minutes), discoveries (infusion, precise bombs [4 squares]), poison use, swift alchemy, elf blood

Combat Gear potion of cure moderate wounds, wand of crafter's fortune (10 charges), smokestick, tanglefoot bag (2); **Other Gear** mwk chain shirt, mwk dagger, brooch of shielding (25 charges), seer's tea UE, shawl of life-keeping, belladonna (5 doses), large scorpion venom (3 doses), pesh (7 doses), striped toadstool poison (5 doses), tindertwigs (5), 58 gp

KORIANA VERTOTHIA Formulae (low)

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 VERTOTHIA Formulae (high)

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.

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

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

BARNABAS OGEN (all)

LOCAL DC 16

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

Hit Points	Subdual
4	

Surrenders if injured, if demoralized, or if KV Killed

WESPERTANE BROS (low) LOCAL DC 16

Human warrior 3

N Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

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

hp 19 each (3d10+3)

Fort +5, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+2/19-20) or

sap +5 (1d6+2)

Ranged throwing axe +2 (1d6+2)

STATISTICS

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

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

Feats Great Fortitude, Improved Initiative, Step Up

Skills Intimidate +6, Perception +4

Languages Common

Other Gear chain shirt, mwk short sword, sap, throwing axe,
61 gp

Hit Points 19	Subdual
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Hit Points 19	Subdual
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At <11 combined HP, surrender

WESPERTANE BROS (high) LOCAL DC 19

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/×3); PA +7/+2 (1d10+9/×3)

or

longspear +8/+3 (1d8+3/×3); PA +6/+1 (1d8+9/×3) 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 barksin active, Jymas and Mandas statistics are **AC** 18, flat-footed 18

Hit Points 51	Subdual
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Hit Points 51	Subdual
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At <11 combined HP, surrender

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 barksin, 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