

Muminah (L)

Local DC 6(Half-Elf)

Female half-elf cleric of Nethys 1

N Medium humanoid (elf)

Init +0; Senses low-light vision; Perception +7

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 5 (1d8+1)

fort +4, Ref +1, Will +5; +2 vs. enchantment

Immune magical sleep effects

OFFENSE

Speed 30 ft.

Melee quarterstaff –1 (1d6–1)

Special Attacks

channel positive energy 5/day (DC 12, 1d6),

destructive smite (+0, 5/day)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—resistant touch

Cleric Spells Prepared – See Box

Domains Destruction, Protection

STATISTICS

Str 8, Dex 10, Con 12, Int 15, Wis 15, Cha 14

Base Atk +0; CMB –1; CMD 9

feats Selective Channeling, Skill Focus (perception)

Skills Heal +6, Knowledge (arcana) +6, Knowledge (history)

+6, Knowledge (planes) +6, Knowledge (religion) +6,

Perception +7; Racial Modifiers +2 Perception

Languages Abyssal, Common, Draconic, Elven

SQ aura, elven magic

Hit Points

5

Subdual

To the Death!

Special Attacks

Channel (+) Energy (Deselect 2)

Destructive Smite (+1)

Domain SLA (CL1 Concentration +3)

Resistant Touch

Cleric Spells Prepared (CL1, Concentration +3): (* Domain Spell)

Level 1:

Bless

Cause Fear (DC13)

* Sanctuary

Level 0:

Detect Magic

Detect Posion

Read Magic

Combat Gear *potions of cure light wounds* (CL1) (2), *scroll of doom* (CL1), *scroll of obscuring mist* (CL1); Other Gear chain shirt, *elixir of love* (CL4), quarterstaff, silver holy symbol of Nethys, key to the Temple

Muminah (M)

Local DC 6 (Half-Elf)

Female half-elf cleric of Nethys 2

N Medium humanoid (elf)

Init +0; Senses low-light vision; Perception +7

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 11 (2d8+2)

fort +5, Ref +1, Will +6; +2 vs. enchantment

Immune magical sleep effects

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +1 (1d6-1)

Special Attacks

channel positive energy 5/day (DC 13, 1d6),

destructive smite (+1, 5/day)

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day—resistant touch

Cleric Spells Prepared – See Box

Domains Destruction, Protection

STATISTICS

Str 8, Dex 10, Con 12, Int 15, Wis 15, Cha 14

Base Atk +1; CMB +0; CMD 10

feats Selective Channeling, Skill Focus (Perception)

Skills Heal +7, Knowledge (arcana) +7, Knowledge (history)

+7, Knowledge (planes) +7, Knowledge (religion) +7,

Perception +7; Racial Modifiers +2 Perception

Languages Abyssal, Common, Draconic, Elven

SQ aura, elven magic

Hit Points

11

Subdual

To the Death!

Special Attacks

Channel (+) Energy (Deselect 2)

Destructive Smite (+1)

Domain SLA (CL2 Concentration +4)

Resistant Touch

Cleric Spells Prepared (CL2, Concentration +4): (* Domain Spell)

Level 1:

Bless

Cause Fear (DC13)

* Sanctuary

Shield of Faith

Level 0:

Detect Magic

Detect Posion

Light

Read Magic

Combat Gear *potions of cure light wounds* (CL1) (3), *scrolls of doom* (CL1) (2), *scrolls of obscuring mist* (CL1) (2); Other Gear chain shirt, *elixir of love* (CL4), masterwork quarterstaff, silver holy symbol of Nethys, key to the Temple

Muminah (H)

Local DC 9 (Half-Elf)

Female half-elf cleric of Nethys 5

N Medium humanoid (elf)

Init +0; Senses low-light vision; Perception +8

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 32 (5d8+10)

fort +7, Ref +3, Will +9; +2 vs. enchantment

Immune magical sleep effects

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6-1)

Special Attacks

channel positive energy 7/day (DC 14, 3d6),

destructive smite (+2, 6/day)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—resistant touch

Domains Destruction, Protection

STATISTICS

Str 8, Dex 10, Con 12, Int 15, Wis 16, Cha 14

Base Atk +3; CMB +2; CMD 12

feats Extra Channel, Selective Channeling, Skill Focus (Perception), Toughness

Skills Heal +11, Knowledge (arcana) +10, Knowledge (history) +10,

Knowledge (planes) +10, Knowledge (religion) +10,

Perception +8; Racial Modifiers +2 Perception

Languages Abyssal, Common, Draconic, Elven

Hit Points

11

Subdual

To the Death!

Special Attacks

Channel (+) Energy (Deselect 2)

Destructive Smite (+2)

Domain SLA (CL5 Concentration +8)

Resistant Touch

Cleric Spells Prepared (CL5, Concentration +8):

(* Domain Spell)

Level 3:

Invisibility Purge

* Rage

Searing Light (DC16)

Level 2:

Bull's Strength

Hold Person (DC 15)

* Shield Other

Silence

Level 1:

Bless

Cause Fear (DC13)

Remove Fear

* Sanctuary

Shield of Faith

Level 0:

Detect Magic

Detect Posion

Light

Read Magic

SQ aura, elven magic

Combat Gear *potions of cure light wounds* (CL1)(3), *potion of cure serious wounds* (CL3), *scrolls of doom* (CL1) (2), *scrolls of obscuring mist* (CL1)(2), *wand of cure light wounds* (50 charges) (CL1); Other Gear +1 *chain shirt* (CL3), *elixir of love*(CL4), masterwork quarterstaff, silver holy symbol of Nethys, key to The Temple

Bega Ethaldreda (L) Local DC 6 (Half-Orc)

Female half-orc fighter 1

CN Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield)

hp 11 (1d10+6)

fort +4, Ref +0, Will +1; +1 vs. fear

Defensive Abilities Orc ferocity

OFFENSE

Speed 20 ft.

Melee scimitar +4 (1d6+3/18–20)

STATISTICS

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

Base Atk +1; CMB +4; CMD 14

feats Toughness, Weapon Focus (scimitar)

Skills Intimidate +5, Perception +2, Survival +5; Racial

Modifiers +2 Intimidate

Languages Common, Goblin, Orc

SQ Orc blood

Combat Gear *potion of cure light wounds* (CL1); Other Gear

splint mail, tower shield, scimitar

Hit Points 11	Subdual
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To the Death!

Base Statistics remove +1 vs. fear; Melee scimitar +3

Bega Ethaldreda (M) Local DC 6 (Half-Orc)

Female half-orc fighter 2

CN Medium humanoid (orc)

Init +4; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield)

hp 20 (2d10+9)

fort +5, Ref +0, Will +1; +2 vs. fear

Defensive Abilities bravery +1, Orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk scimitar +6 (1d6+3/18–20)

STATISTICS

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

Base Atk +2; CMB +5; CMD 15

feats Improved Initiative, Toughness, Weapon Focus
(scimitar)

Skills Intimidate +6, Perception +3, Survival +6; Racial
Modifiers +2 Intimidate

Languages Common, Goblin, Orc

SQ Orc blood

Combat Gear potions of cure light wounds (2); Other Gear
splint mail, tower shield, masterwork scimitar

Hit Points 20	Subdual
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To the death

Base Statistics +1 vs. fear; Melee mwk scimitar +5 (1d6+3/18–20)

Bega Ethaldreda (H) Local DC 9 (Half-Orc)

Female half-orc fighter 5
CN Medium humanoid (orc)
Init +4; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield)
hp 47 (5d10+20)
fort +6, Ref +1, Will +2; +2 vs. fear
Defensive Abilities bravery +1, Orc ferocity

OFFENSE

Speed 30 ft.; can move at normal speed in medium armor
Melee +1 scimitar +13 (1d6+10/18–20)
Str 18; CMB +9; CMD 19

STATISTICS

Str 22, Dex 10, Con 14, Int 12, Wis 13, Cha 8
Base Atk +5; CMB +11; CMD 21
feats Improved Initiative, Intimidating Prowess, Step Up,
Toughness, Weapon Focus (scimitar), Weapon
Specialization (scimitar)
Skills Intimidate +14, Perception +6, Survival +9; Racial
Modifiers
+2 Intimidate
Languages Common, Goblin, Orc
SQ armor training 1, Orc blood, weapon training 1 (heavy
blades)
Combat Gear *potion of cure serious wounds* (CL3); Other
Gear splint mail, tower shield, +1 scimitar (CL3)

Hit Points 47	Subdual
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To the Death!

Base Statistics +1 vs. fear; Melee +1 scimitar +10 (1d6+8/18–20);
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Micky Ticklefeet (L)

Local DC 6 (Gnome)

Male gnome ranger 1

NE Small humanoid (gnome)

Init +2; Senses low-light vision; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

(+4 dodge vs. giants)

hp 9 (1d10+4)

fort +5, Ref +4, Will +1; +2 vs. illusions, +1 vs. fear effects

OFFENSE

Speed 20 ft.

Melee short sword +3 (1d4/19–20)

Ranged composite longbow +6 (1d6/×3)

Special Attacks favored enemy (humanoid [human] +2), +1 on attack rolls against goblinoid and reptilian humanoids

Base Statistics remove +1 vs. fear; Melee short sword +2 (1d4/19–20); Ranged composite longbow +5 (1d6/×3)

STATISTICS

Str 10, Dex 15, Con 16, Int 10, Wis 13, Cha 10

Base Atk +1; CMB +0; CMD 12

feats Weapon Focus (composite longbow)

Skills Climb +2, Fly +2, Handle Animal +4, Heal +5,

Intimidate +4, Knowledge (nature) +4, Perception +3,

Stealth +4, Survival +5; Racial Modifiers +2 Perception

Languages Common, Gnome, Sylvan

SQ track, wild empathy +1

Combat Gear *potion of cure light wounds* (CL1); Other Gear

Hit Points 9	Ammo: Arrows □□□□ □□□□ □□□□ □□□□	Subdual
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To the Death, or until Muminah and Bega fall. (flees)

chain shirt, short sword, composite longbow with 20 arrows

Base Statistics remove +1 vs. fear; Melee short sword +2 (1d4/19–20); Ranged composite longbow +5 (1d6/×3)

Micky Ticklefeet (M) Local DC 6 (Gnome)

Male gnome ranger 2

NE Small humanoid (gnome)

Init +2; Senses low-light vision; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

(+4 dodge vs. giants)

hp 19 (2d10+8)

fort +6, Ref +5, Will +1; +2 vs. illusions, +1 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4/19–20)

Ranged mwk composite longbow +8 (1d6/×3)

Special Attacks

 favored enemy (humanoid [human] +2),

 +1 on attack rolls against goblinoid and reptilian
 humanoids

STATISTICS

Str 10, Dex 15, Con 16, Int 10, Wis 13, Cha 10

Base Atk +2; CMB +1; CMD 13

feats Point-Blank Shot, Weapon Focus (composite longbow)

Skills Climb +4, Fly +3, Handle Animal +5, Heal +6,

 Intimidate +5, Knowledge (nature) +5, Perception +3,

 Stealth +5, Survival +6; Racial Modifiers +2 Perception

Languages Common, Gnome, Sylvan

SQ track, wild empathy +2

Combat Gear *potion of cure light wounds* (CL1); Other Gear

 masterwork chain shirt, short sword, masterwork

Hit Points 19	Ammo: Arrows □□□□ □□□□ □□□□ □□□□	Subdual
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To the Death, or until Muminah and Bega fall. (flees)

composite longbow with 20 arrows

Base Statistics remove +1 vs. fear; Melee short sword +3 (1d4/19–20); Ranged mwk composite longbow +7 (1d6/×3)
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Micky Ticklefeet (H) Local DC 6 (Gnome)

Male gnome ranger 5
NE Small humanoid (gnome)
Init +3 (+5 urban); Senses low-light vision; Perception +3 (+5 urban)

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size) (+4 dodge vs. giants)
hp 47 (5d10+20)
fort +7, Ref +7, Will +2; +2 vs. illusions, +1 vs. fear

OFFENSE

Speed 30 ft.
Melee short sword +7 (1d4/19–20)
Ranged +1 composite longbow +12 (1d6+1/×3) or +1 composite longbow +10/+10 (1d6+1/×3)
Special Attacks
 favored enemy (humanoid [human] +4)
 favored enemy (humanoid [dwarf] +2)
 +1 on attack rolls against goblinoid and reptilian humanoids

Ranger Spells Prepared – See Box

STATISTICS

Str 10, Dex 16, Con 16, Int 10, Wis 13, Cha 10
Base Atk +5; CMB +4; CMD 17
feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)
Skills Climb +7, Fly +4, Handle Animal +8, Heal +9, Intimidate +8, Knowledge (nature) +8, Perception +3,

Hit Points 19	Ammo: Arrows □□□□ □□□□ □□□□ □□□□	Subdual
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To the Death, or until Muminah and Bega fall. (flees)

Ranger Spells Prepared (CL2, Concentration +3):

Level 1:

Longstrider

Speak with Animals

Stealth +6 (+8 urban), Survival +9 (+11 urban); Racial Modifiers +2 Perception
Languages Common, Gnome, Sylvan
SQ hunter's bond (companions), favored terrain (urban +2), track, wild empathy +5
Combat Gear potion of cure serious wounds; Other Gear masterwork chain shirt, short sword, +1 composite longbow with 20 arrows

Base Statistics remove +1 vs. fear; Speed 20 ft.; Melee short sword +6 (1d4/19–20); Ranged +1 composite longbow +11 (1d6+1/×3) or +1 composite longbow +9/+9 (1d6+1/×3)

Todor Mozes (L)

Local DC 6 (Human)

Male human evoker 1
NE Medium humanoid (human)
Init +5; Senses Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 10 (1d6+7)
fort +3, Ref +1, Will +3; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4/19–20)
Ranged dagger +2 (1d4/19–20), *or*
Ray of Frost +2 (1d3+1)
Special Attacks intense spells +1 damage
Arcane School Spell-Like Abilities (see box)
Evoker Spells Prepared (See Box)
Opposition Schools Divination, Enchantment

STATISTICS

Str 10, Dex 12, Con 16, Int 15, Wis 13, Cha 8
Base Atk +0; CMB +0; CMD 11
feats Improved Initiative, Spell Focus (evocation), Toughness
Skills Fly +5, Knowledge (arcana) +6, Knowledge (local) +6,
Linguistics +6, Spellcraft +6
Languages Abyssal, Common, Draconic, Goblin
SQ arcane bond (wand)
Combat Gear *potion of invisibility* (CL5), *scrolls of magic missile* (CL1) (2); Other Gear dagger, wand (bonded item), Spell Component Pouch

Hit Points 10	Ammo: Dagger □	Subdual
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To the Death!

Arcane School SLA (CL1, Concentration +3)

Force Missile (1d4+1) □□□□

Wizard Spells Prepared (CL1, Concentration +3):

Level 1:	Level 0:
Magic Missile (1d4+2)	Flare (DC13)
Magic Missile (1d4+2)	Light
Shocking Grasp (d6+1)	Ray of Frost (+1 dmg)

Base Statistics AC 11, touch 11, flat-footed 10 (+1 Dex);
remove +1 vs. fear; Melee dagger +0 (1d4/19–20);
Ranged dagger +1 (1d4/19–20), Ray of Frost +1
(1d3+1)

Todor Mozes (M)

Local DC 7 (Human)

Male human evoker 2
NE Medium humanoid (human)
Init +5; Senses Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 18 (2d6+11)
fort +3, Ref +1, Will +4; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee dagger +2 (1d4/19–20)
Ranged dagger +3 (1d4/19–20), *or*
Ray of Frost +3 (1d3+1)
Special Attacks intense spells +1 damage
Arcane School Spell-Like Abilities (See box)
Evoker Spells Prepared (see box)
Opposition Schools Divination, Enchantment

STATISTICS

Str 10, Dex 12, Con 16, Int 15, Wis 13, Cha 8
Base Atk +1; CMB +1; CMD 12
feats Improved Initiative, Spell Focus (evocation), Toughness
Skills Fly +6, Knowledge (arcana) +7, Knowledge (local) +7,
Linguistics +7, Spellcraft +7
Languages Abyssal, Celestial, Common, Draconic, Goblin
SQ arcane bond (wand)
Combat Gear *potion of cure moderate wounds* (CL3), *potion of invisibility* (CL5), *scrolls of magic missile* (CL1) (5);
Other Gear dagger, wand (bonded item), Spell

Hit Points 18	Ammo: Dagger □	Subdual
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To the Death!

Arcane School SLA (CL2, Concentration +4)

Force Missile (1d4+1) □□□□

Wizard Spells Prepared (CL2, Concentration +4):

Level 1:	Level 0:
Magic Missile (1d4+2)	Flare (DC13)
Magic Missile (1d4+2)	Flare (DC13)
Magic Missile (1d4+2)	Light
Shocking Grasp (2d6+1)	Ray of Frost (1d3+1)
	Ray of Frost (1d3+1)

Component Pouch

Base Statistics AC 11, touch 11, flat-footed 10 (+1 Dex);
remove +1 vs. fear; Melee dagger +1 (1d4/19–20);
Ranged dagger +2 (1d4/19–20) *or* Ray of Frost +3
(1d3+1)

Todor Mozes (H)

Local DC 10 (Human)

Male human evoker 5
 NE Medium humanoid (human)
 Init +5; Senses Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
 hp 42 (5d6+25)
 fort +4, Ref +2, Will +5; +1 vs. fear

OFFENSE

Speed 30 ft.
 Melee dagger +3 (1d4/19–20)
 Ranged dagger +4 (1d4/19–20) *or*
 Ray +3 (see spell description)
 Special Attacks intense spells +2 damage
 Arcane School Spell-Like Abilities – See Box
 Evoker Spells Prepared – See Box
 Opposition Schools Divination, Enchantment

STATISTICS

Str 10, Dex 12, Con 16, Int 16, Wis 13, Cha 8
 Base Atk +2; CMB +2; CMD 13
 feats Combat Casting, Greater Spell Focus (evocation),
 Improved Initiative, Spell Focus (evocation),
 Toughness
 Skills Appraise +11, Fly +9, Knowledge (arcana) +11,
 Knowledge (local) +11, Linguistics +11, Spellcraft +11
 Languages Abyssal, Celestial, Common, Draconic, Goblin,
 Ignan, Infernal, Orc, Undercommon
 SQ arcane bond (wand of scorching ray)

Hit Points 42	Ammo: Dagger □	Subdual
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To the Death!

Arcane School SLA (CL2, Concentration +8)

Force Missile (1d4+2) □□□□ □

Wizard Spells Prepared (CL5, Concentration +8):

Level 3:

Fireball (DC18) (5d6+2)
 Fireball (DC18) (5d6+2)
 Lightning Bolt (DC18)
 (5d6+2)

Level 2

Scrch Ray (4d6+2)
 Scrch Ray (4d6+2)
 Scrch Ray (4d6+2)
 Flmg Sphere (DC17)
 (3d6+2)

Level 1:

Magic Missile(3) (1d4+3)
 Magic Missile(3) (1d4+3)
 Magic Missile(3) (1d4+3)
 Magic Missile(3) (1d4+3)
 Shocking Grasp (5d6+2)

Level 0:

Flare (DC15)
 Flare (DC15)
 Light
 Ray of Frost (1d3+1)
 Ray of Frost (1d3+1)

Combat Gear *potions of cure light wounds* (CL1) (2), *potion of cure moderate wounds* (CL3), *potions of invisibility* (CL5) (2), *scrolls of magic missile* (CL1) (5), *wand of scorching ray* (CL3 bonded item) (50 charges); Other Gear dagger

Base Statistics AC 11, touch 11, flat-footed 10 (+1 Dex);
 remove +1 vs. fear; Melee dagger +2 (1d4/19–20);
 Ranged dagger +3 (1d4/19–20) *or* Ray +3

Goblins (L)

Local DC 6 (Goblin)

Goblin warrior 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Combat Gear None Other Gear: leather armor, light wooden shield, short sword, short bow with 20 arrows

Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual

To the Death!

Goblin Shaman (L) LOCAL DC 6 (Goblin)

Female goblin adept of Zarongel 1
NE Small humanoid (goblinoid)
init +3; Senses darkvision 60 ft.; Perception +1

DEFENSE

ac 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (1d6+4)
Fort +0, Ref +3, Will +3

OFFENSE

Speed 30 ft.
Melee dagger -1 (1d3-2/19-20) or touch -1 (as spell)
Ranged light crossbow +4 (1d6/19-20)
Spells: See Spell Box

STATISTICS

Str 6, Dex 16, con 11, int 10, Wis 13, cha 7
Base atk +0; cMB -3; CMD 10
Feats Toughness
Skills Fly +5, Heal +5, Ride +7, Stealth +12; Racial Modifiers
+4 Ride, +4 Stealth
Languages Goblin
combat Gear *potion of cure light wounds* (CL1); Other Gear
light crossbow with 10 bolts, dagger, wooden holy
symbol of Zarongel

Hit Points 7	Ammo: Bolt □□□□ □□□□	Subdual
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To the Death!

Adept Spells Prepared (CL1, Concentration +2):

Level 1:

Burning Hands (DC 12)
Sleep (DC 12)

Level 0:

Touch of Fatigue (DC11)
Touch of Fatigue (DC11)
Touch of Fatigue (DC11)

Troll (M)

LOCAL DC 10

CE Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent;

Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus

(Perception)

Skills Intimidate +9, Perception +8

Languages Giant

Hit Points	Subdual
63	

To the Death!

Flesh Golem

ARCANA DC 12

N Large construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, Ref +2, Will +3

DR 5/adamantine; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks berserk

STATISTICS

Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +9; CMB +15; CMD 24

Languages none

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by

Hit Points 79	Subdual
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To the Death!

speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Injured Giant Scorpion (L) NATURE DC 7

N Large vermin (Pathfinder RPG Bestiary 242)
Init +0; Senses darkvision 60 ft., tremorsense 60 ft.;
Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 size)
hp 20 (5d8+15)
fort +7, Ref +1, Will +1
Immune mind-affecting effects

OFFENSE

Speed 50 ft.
Melee 2 claws +4 (1d6+2 plus grab)
Space 10 ft.; Reach 10 ft.
Special Attacks constrict (1d6+2)

STATISTICS

Str 15, Dex 10, Con 16, Int —, Wis 10, Cha 2
Base Atk +3; CMB +6 (+10 grapple); CMD 16 (28 vs. trip)
Skills Climb +6, Perception +4, Stealth +0; Racial Modifiers
+4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 17; frequency
1/round for 6 rounds; effect 1d2 Strength damage; cure
1 save. The save DC is Constitution-based and
includes a +2 racial bonus.

Hit Points 20	Subdual
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To the Death!

Base Statistics When not injured, the giant scorpion has the following stats: hp 37; Melee 2 claws +6 (1d6+4 plus grab), sting+6 (1d6+4 plus poison); Str 19; CMB +8 (+12 grapple); CMD 18 (30 vs. trip); Climb +8
--

Advanced Giant Scorpion (M) NATURE DC 9

N Large vermin (Pathfinder RPG Bestiary 242)

Init +2; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +2

DEFENSE

AC 20, touch 11, flat-footed 18 (+7 armor, +2 Dex, +2 natural armor, -1 size)

hp 47 (5d8+25)

fort +9, Ref +3, Will +3

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +8 (1d6+6 plus grab), sting +8 (1d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+6)

STATISTICS

Str 23, Dex 14, Con 20, Int —, Wis 14, Cha 6

Base Atk +3; CMB +12 (+14 grapple); CMD 22 (34 vs. trip)

Skills Climb +10, Perception +6, Stealth +2; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Hit Points 22	Subdual
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To the Death!

Deadfall Scorpion

NATURE DC 13

N Huge vermin (Pathfinder RPG Bestiary 242)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +4

DEFENSE

AC 21, touch 7, flat-footed 21 (+11 armor, -1 Dex, +3

natural, -2 size)

hp 105 (10d8+50)

fort +12, Ref +2, Will +3

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +14 (1d8+9 plus grab), sting +14 (1d8+9 plus
poison)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d8+9)

STATISTICS

Str 28, Dex 8, Con 20, Int —, Wis 10, Cha 2

Base Atk +7; CMB +18 (+22 grapple); CMD 27 (+39 vs. trip)

Skills Climb +17, Perception +4, Stealth +0; Racial Modifiers
+4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 19; frequency

1/round for 6 rounds; effect 1d2 Strength damage; cure

1 save. The save DC is Constitution-based and

includes a +2 racial bonus.

Hit Points 105	Subdual
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To the Death!

Sussworth (L)

LOCAL DC 7 (Human)

Male human fighter 3
LE Medium humanoid (human)
Init +7; Senses Perception +3

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 22 (3d10+6)
fort +4, Ref +4, Will +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.; can move at normal speed in medium armor
Melee mwk rapier +8 (1d6+2/18–20)

STATISTICS

Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8
Base Atk +3; CMB +5; CMD 19
feats Dodge, Improved Initiative, Mobility, Weapon Finesse,
Weapon Focus (rapier)
Skills Acrobatics +6, Bluff +2, Diplomacy +2, Perception +3
Languages Common, Goblin
SQ armor training 1
Combat Gear *potion of cure moderate wounds* (CL3); Other
Gear masterwork chain shirt, masterwork rapier

Hit Points 22	Subdual
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To the Death!

Sussworth (M)

LOCAL DC 9 (Human)

Male human fighter 5
LE Medium humanoid (human)
Init +8; Senses Perception +5

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)
hp 37 (5d10+10)
fort +5, Ref +5, Will +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.; can move at normal speed in medium armor
Melee +1 rapier +12 (1d6+6/18–20)

STATISTICS

Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8
Base Atk +5; CMB +7; CMD 22
feats Dodge, Improved Initiative, Mobility, Spring Attack,
Weapon Finesse, Weapon Focus (rapier), Weapon
Specialization (rapier)
Skills Acrobatics +9, Bluff +4, Diplomacy +4, Perception +5
Languages Common, Goblin
SQ armor training 1, weapon training 1 (light blades)
Combat Gear *potion of cure moderate wounds* (CL3); Other
Gear masterwork chain shirt, +1 rapier (CL3)

Hit Points 37	Subdual
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To the Death!

Sussworth (H)

LOCAL DC 12 (Human)

Male human fighter 6/duelist 2

LE Medium humanoid (human)

Init +11; Senses Perception +8

DEFENSE

AC 23, touch 18, flat-footed 15 (+5 armor, +7 Dex, +1 dodge)

hp 58 (8 HD; 6d10+2d10+14)

fort +8, Ref +9, Will +4; +2 vs. fear

Defensive Abilities bravery +2, canny defense, parry

OFFENSE

Speed 30 ft.; can move at normal speed in medium armor

Melee +1 rapier +16/+11 (1d6+6/18–20)

Special Attacks precise strike +2

STATISTICS

Str 14, Dex 20, Con 13, Int 12, Wis 10, Cha 8

Base Atk +8; CMB +10; CMD 26

feats Dodge, Improved Initiative, Mobility, Spring Attack, Step Up, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Wind Stance

Skills Acrobatics +13, Bluff +7, Diplomacy +7, Escape Artist +9, Perception +8

Languages Common, Goblin

SQ armor training 1, improved reaction, weapon training 1 (light blades)

Combat Gear *potion of cure moderate wounds* (CL3); Other Gear *belt of incredible Dexterity* +2 (CL8), +1 *chain shirt* (CL3), +1 *rapier* (CL3)

Hit Points 58	Subdual
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To the Death!

Guarin (L)

LOCAL DC 6 (Human)

Male human rogue 2
NE Medium humanoid (human)
Init +3; Senses Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 16 (2d8+7)
fort +1, Ref +6, Will +0
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee mwk rapier +3 (1d6+2/18–20) and mwk dagger +3
(1d4+1/19–20)
Ranged mwk dagger +5 (1d4+2/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8
Base Atk +1; CMB +3; CMD 16
feats Toughness, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +6, Bluff +4, Climb +5, Disable Device +6,
Escape Artist +6, Knowledge (dungeoneering) +6,
Knowledge (local) +6, Linguistics +5, Perception +5,
Sleight of Hand +7, Stealth +6
Languages Common, Elven, Goblin
SQ rogue talents (finesse rogue), trapfinding +1
Combat Gear *potion of cure light wounds* (CL1); Other Gear
chain shirt, masterwork rapier, masterwork dagger,
Varisia treasure map

Hit Points 16	Ammo: Dagger □	Subdual
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To the Death!

Guarin (M)

LOCAL DC 8 (Human)

Male human rogue 4
NE Medium humanoid (human)
Init +8; Senses Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 30 (4d8+12)
fort +2, Ref +8, Will +1
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.
Melee +1 rapier +7 (1d6+3/18–20),
mwk dagger +6 (1d4+1/19–20)
Ranged mwk dagger +8 (1d4+2/19–20)
Special Attacks sneak attack +2d6

STATISTICS

Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8
Base Atk +3; CMB +5; CMD 19
feats Improved Initiative, Toughness, Two-Weapon Fighting,
Weapon Finesse, Weapon Focus (rapier)
Skills Acrobatics +9, Bluff +6, Climb +7, Disable Device +9,
Escape Artist +9, Knowledge (dungeoneering) +8,
Knowledge (local) +8, Linguistics +5, Perception +7,
Sleight of Hand +10, Stealth +9
Languages Common, Elven, Goblin
SQ rogue talents (finesse rogue, weapon training),
trapfinding +2
Combat Gear *potion of cure light wounds* (CL1); Other Gear

Hit Points 30	Ammo: Dagger □	Subdual
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To the Death!

chain shirt, +1 rapier (CL3), masterwork dagger,
Varisia treasure map

Guarin (H)

LOCAL DC 11 (Human)

Male human rogue 7

NE Medium humanoid (human)

Init +8; Senses Perception +10

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield)

hp 52 (7d8+21)

fort +3, Ref +9, Will +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+3/18–20), +1 dagger +8 (1d4+3/19–20)

Ranged +1 dagger +10 (1d4+3/19–20)

Special Attacks sneak attack +4d6

STATISTICS

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

Base Atk +5; CMB +7; CMD 22

feats Dodge, Double Slice, Improved Initiative, Toughness, Two-

Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +9, Climb +11, Disable Device +13, Escape Artist +13, Knowledge (dungeoneering) +11, Knowledge (local) +11, Linguistics +5, Perception +10, Sleight of Hand +13, Stealth +13

Languages Common, Elven, Goblin

Hit Points 52	Ammo: Dagger □	Subdual
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To the Death!

SQ rogue talents (combat trick, finesse rogue, weapon training), trapfinding +3

Combat Gear *potion of cure moderate wounds* (CL3); Other Gear +1 *chain shirt* (CL3), +1 *rapier* (CL3), +1 *dagger* (CL3), Varisia treasure map

Kanna Rhamla (L)**LOCAL DC 6 (Human)**

Female human sorcerer 2
 CE Medium humanoid (human)
 Init +2; Senses Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+3 armor, +2 Dex, +4 shield)
 hp 14 (2d6+7)
 fort +1, Ref +2, Will +3
 Immune magic missile

OFFENSE

Speed 30 ft.
 Melee 2 claws +6 (1d4+4) or
 touch +5 (as spell)
 Sorcerer Spells Known (see box)
 Bloodline Draconic (white)

STATISTICS

Str 19, Dex 14, Con 12, Int 8, Wis 10, Cha 15
 Base Atk +1; CMB +4; CMD 16
 feats Eschew Materials, Toughness, Weapon Focus (claws)
 Skills Bluff +6, Intimidate +6, Knowledge (arcana) +3,
 Linguistics +0
 Languages Common, Draconic
 SQ bloodline arcana
 Combat Gear *potions of cure light wounds* (CL1) (2), *potion
 of cure moderate wounds* (CL3), *scroll of obscuring
 mist* (CL1); Other Gear studded leather

Hit Points 14	Subdual
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*To the Death!***Bloodline Ability**

Claws (5 rounds/day) □□□□□

Sorcerer Spells (CL 2nd; Concentration +4; 15% Arcane Spell Failure)

Level 1: □□□□□

Color Spray (DC13)
 Mage armor

Level 0:

Acid Splash (1d3)
 Daze (DC12)
 Mage Hand
 Open/Close
 Ray of Frost (1d3+1)

Base Statistics AC 15, touch 12, flat-footed 13 (+3 armor,
 +2 Dex); remove immunity; Melee 2 claws +4 (1d4+2)
 or touch +3 (as spell); Special Attacks claws (2,
 1d4+2, 5 rounds/day); Str 15; CMB +3; CMD 15

Kanna Rhamla (M) LOCAL DC 8 (Human)

Female human sorcerer 4
CE Medium humanoid (human)
Init +6; Senses Perception +5

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)
hp 26 (4d6+12)
fort +2, Ref +3, Will +4
Resist cold 5
Immune magic missile

OFFENSE

Speed 30 ft.
Melee 2 claws +8 (1d4+5) or
touch +7 (as spell)
Special Attacks claws (2, 1d4+5, 5 rounds/day)
Sorcerer Spells Known (see spell box)
Bloodline Draconic (white)

STATISTICS

Str 20, Dex 14, Con 12, Int 8, Wis 10, Cha 15
Base Atk +2; CMB +7; CMD 19
feats Eschew Materials, Improved Initiative, Toughness,
Weapon Focus (claws)
Skills Bluff +7, Intimidate +7, Knowledge (arcana) +3,
Linguistics +0, Perception +5
Languages Common, Draconic
SQ bloodline arcana
Combat Gear *potions of cure light wounds* (CL1) (2), *potions*

Hit Points 26	Subdual
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To the Death!

Bloodline Ability

Claws (5 rounds/day) □□□□□

Sorcerer Spells (CL 4th; Concentration +6; 15% Arcane Spell Failure)

Level 2: □□□□

Ghoul Touch (DC13)

Level 1: □□□□□ □□

Chill Touch (1d6) (DC 13)

Color Spray (DC13)

Mage armor.

Shocking Grasp (4d6)

Level 0:

Acid Splash (1d3)

Daze (DC12)

Mage Hand

Open/Close

Ray of Frost (1d3+1)

of cure moderate wounds (CL3) (2), *scroll of obscuring mist* (CL1); Other Gear +1 *studded leather* (CL3)

Base Statistics AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural); remove immunity; Melee 2 claws +6 (1d4+3) or touch +5 (as spell); Special Attacks claws (2, 1d4+3, 5 rounds/day); Str 16; CMB +5; CMD 17;

Kanna Rhamla (H) LOCAL DC 11 (Human)

Female human sorcerer 7
CE Medium humanoid (human)
Init +6; Senses Perception +7

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)
hp 45 (7d6+21)
fort +3, Ref +4, Will +5
Resist cold 5
Immune magic missile

OFFENSE

Speed 30 ft.
Melee 2 claws +9 (1d6+5)
Special Attacks claws (2, 1d6+5, treated as magic weapons, 5 rounds/day)
Sorcerer Spells Known (See Spell Box)
Bloodline Draconic (white)

STATISTICS

Str 20, Dex 14, Con 12, Int 8, Wis 10, Cha 15
Base Atk +3; CMB +8; CMD 20
feats Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Toughness, Weapon Focus (claws)
Skills Bluff +9, Intimidate +9, Knowledge (arcana) +3, Linguistics +0, Perception +7
Languages Common, Draconic
SQ bloodline arcana

Hit Points 26	Subdual
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To the Death!

Bloodline Ability

Claws (5 rounds/day) □□□□□

Sorcerer Spells (CL 7th; Concentration +9; 15% Arcane Spell Failure)

Level 3: □□□□

Fly
Hold Person (DC15)
Vampiric Touch (3d6)

Mage armor.
Shocking Grasp (4d6)
True Strike

Level 0:

Level 2: □□□□□ □□

Ghoul Touch (DC14)
Glitterdust (DC14)
Hideous Laughter (DC14)
Resist Energy

Acid Splash (1d3)
Daze (DC12)
Detect Magic
Light

Level 1: □□□□□ □□

Chill Touch (1d6) (DC 13)
Color Spray (DC13)

Mage Hand
Open/Close
Ray of Frost (1d3+1)

Combat Gear *potion of cure light wounds* (CL1), *potion of cure moderate wounds* (CL3), *scroll of obscuring mist* (CL1); Other Gear +1 *studded leather* (CL3)

Base Statistics AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural); remove immunity; Melee 2 claws +8 (1d6+4); Special Attacks claws (2, 1d6+4, treated as magic weapons, 5 rounds/day); Str 16; CMB +6; CMD 18

Goblins (L)

Local DC 6 (Goblin)

Goblin warrior 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Combat Gear None Other Gear: leather armor, light wooden shield, short sword, short bow with 20 arrows

Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 6	Ammo:Arrows □□□□ □□□□ □□□□ □□□□	Subdual

To the Death!

Goblin Shaman (L) LOCAL DC 6 (Goblin)

Female goblin adept of Zarongel 1
NE Small humanoid (goblinoid)
init +3; Senses darkvision 60 ft.; Perception +1

DEFENSE

ac 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (1d6+4)
Fort +0, Ref +3, Will +3

OFFENSE

Speed 30 ft.
Melee dagger -1 (1d3-2/19-20) or touch -1 (as spell)
Ranged light crossbow +4 (1d6/19-20)
Spells: See Spell Box

STATISTICS

Str 6, Dex 16, con 11, int 10, Wis 13, cha 7
Base atk +0; cMB -3; CMD 10
Feats Toughness
Skills Fly +5, Heal +5, Ride +7, Stealth +12; Racial Modifiers
+4 Ride, +4 Stealth
Languages Goblin
combat Gear *potion of cure light wounds* (CL1); Other Gear
light crossbow with 10 bolts, dagger, wooden holy
symbol of Zarongel

Hit Points 7	Ammo: Bolt □□□□ □□□□	Subdual
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To the Death!

Adept Spells Prepared (CL1, Concentration +2):

Level 1:

Burning Hands (DC 12)
Sleep (DC 12)

Level 0:

Touch of Fatigue (DC11)
Touch of Fatigue (DC11)
Touch of Fatigue (DC11)

Goblin Warriors (M) LOCAL DC 6 (Goblin)

Male goblin warrior 2
NE Small humanoid (goblinoid)
init +6; Senses darkvision 60 ft.;
Perception -1

DEFENSE

ac 18, touch 13, flat-footed 16 (+4
armor, +2 Dex, +1 shield, +1 size)
hp 15 (2d10+4)
Fort +4, Ref +2, Will -1

OFFENSE

Speed 30 ft.
Melee short sword +3 (1d4/19-20)
Ranged shortbow +5 (1d4/×3)

STATISTICS

Str 11, Dex 15, con 12, int 10, Wis 9, cha 6
Base atk +2; cMB +1; CMD 13
Feats Improved Initiative
Skills Fly +1, Ride +7, Stealth +9, Swim +1; Racial Modifiers
+4 Ride, +4 Stealth
Languages Goblin
combat Gear *potion of cure light wounds*(CL3); Other Gear
chain shirt, light wooden shield, shortbow with 20
arrows, short sword

Hit Points 15	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 15	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 15	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 15	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual

To the Death!

Goblin Shaman (M) LOCAL DC 6 (Goblin)

Female goblin adept 2

NE Small humanoid (goblinoid)

init +3; Senses darkvision 60 ft.; Perception +3

DEFENSE

ac 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 12 (2d6+5)

Fort +0, Ref +5, Will +4

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20) or touch +0 (as spell)

Ranged mwk light crossbow +6 (1d6/19–20)

Spells – see Spell Box

STATISTICS

Str 6, Dex 16, con 11, int 10, Wis 13, cha 7

Base atk +1; cMB –2; CMD 11

Feats Alertness, Toughness

Skills Fly +5, Heal +6, Perception +3, Ride +7, Sense Motive +3, Stealth +13; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ familiar

combat Gear *potions of cure light wounds*(3) (CL1); Other

Gear dagger, masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel

Hit Points 12	Ammo: Bolt □□□□ □□□□	Subdual
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To the Death!

Adept Spells Prepared (CL2, Concentration +3):

Level 1:

Burning Hands (DC 12)

Sleep (DC 12)

Level 0:

Touch of Fatigue (DC11)

Touch of Fatigue (DC11)

Touch of Fatigue (DC11)

Goblin Shaman's Familiar (M) NATURE DC 5

Weasel (Pathfinder RPG Bestiary 133)

N Tiny animal

init +2; Senses low-light vision, scent; Perception +1

DEFENSE

ac 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 6 (2d8)

Fort +2, Ref +4, Will +4

Defensive abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d3–4 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, con 10, int 6, Wis 12, cha 5

Base atk +0; cMB +0; CMD 6 (10 vs. trip)

Feats Alertness, Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +6, Stealth

+14; Racial Modifiers +4 Stealth, +8 Acrobatics

SQ empathic link, share spells

SPECIAL ABILITIES

attach (ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Hit Points	Subdual
6	

To the death

Goblin Warriors (H) LOCAL DC 9 (Goblin)

Male goblin warrior 4

NE Small humanoid (goblinoid)

init +7; Senses darkvision 60 ft.; Perception -1

DEFENSE

ac 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 shield, +1 size)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +9 (1d4/19-20)

Ranged mwk shortbow +9 (1d4/x3)

STATISTICS

Str 11, Dex 16, con 12, int 10, Wis 9, cha 6

Base atk +4; cMB +3; CMD 16

Feats Improved Initiative, Weapon Finesse

Skills Fly +2, Ride +9, Stealth +12, Swim +2; Racial

Modifiers +4 Ride, +4 Stealth

Languages Goblin

combat Gear *potions of cure light wounds* (3)(CL1); Other

Gear masterwork chain shirt, heavy wooden shield,

masterwork shortbow with 20 arrows, masterwork

short sword, *cloak of resistance* +1(CL5)

Hit Points 30	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 30	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 30	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual
Hit Points 30	Ammo: Arrow □□□□ □□□□ □□□□ □□□□	Subdual

To the death

Goblin Shaman (H) LOCAL DC 6 (Goblin)

Female goblin adept of Zarongel 3
NE Small humanoid (goblinoid)
init +3; Senses darkvision 60 ft.; Perception +3

DEFENSE

ac 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 16 (3d6+6)
Fort +1, Ref +6, Will +4

OFFENSE

Speed 30 ft.
Melee mwk dagger +1 (1d3–2/19–20) or touch +0 (as spell)
Ranged mwk light crossbow +6 (1d6/19–20)
Spells – See Spell Box

STATISTICS

Str 6, Dex 16, con 11, int 10, Wis 13, cha 7
Base atk +1; cMB –2; CMD 11
Feats Alertness, Spell Focus (evocation), Toughness
Skills Fly +5, Heal +7, Perception +3, Ride +7, Sense Motive
+3, Stealth +14; Racial Modifiers +4 Ride, +4 Stealth
Languages Goblin
SQ familiar
combat Gear *potion of cure light wounds*(CL1), *potion of
cure moderate wounds* (CL3); Other Gear masterwork
light crossbow with 10 bolts, masterwork dagger,
wooden holy symbol of Zarongel

Hit Points 7	Ammo: Bolt □□□□ □□□□	Subdual
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To the Death!

Adept Spells Prepared (CL3, Concentration +4):

Level 1:

Burning Hands (DC 12)

Burning Hands (DC 12)

Sleep (DC 12)

Level 0:

Touch of Fatigue (DC11)

Touch of Fatigue (DC11)

Touch of Fatigue (DC11)

Goblin Shaman's Familiar (H) NATURE DC 5

Weasel (Pathfinder RPG Bestiary 133)

N Tiny animal

init +2; Senses low-light vision, scent; Perception +1

DEFENSE

ac 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 8 (3d8)

Fort +2, Ref +4, Will +4

Defensive abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d3–4 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, con 10, int 7, Wis 12, cha 5

Base atk +0; cMB +0; CMD 6 (10 vs. trip)

Feats Alertness, Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +6, Stealth

+14; Racial Modifiers +4 Stealth, +8 Acrobatics

SQ deliver touch spells, empathic link, share spells

SPECIAL ABILITIES

attach (ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Hit Points	Subdual
8	

To the death

#52: City of Strangers, Part 2: The Twofold Demise – Success Conditions

PRIMARY

The PCs defeat all seven Shadow Lodge agents in Acts 2 and 3.

SECONDARY

The PCs gather essential intelligence about the Shadow Lodge's operations in other regions. They can accomplish this either by capturing and questioning Guarin or Kanna or by finding the Shadow Lodge missives in both areas 4 and 6.

Seen on a Street Corner (From Pathfinder Chronicles: City of Strangers)

As the old saying goes, anything can be found in Kaer Maga, and new visitors to the city are often overwhelmed by the cacophony of sights and sounds that confronts them as soon as they set foot inside the city's walls. Below are several strange and unusual sights that a PC entering the Core districts might see—roll on the table or pick and choose your favorites to help describe the sheer chaos of a Kaer Magan marketplace.

d% Scene

1–7 Orc slavers haggling over a pair of chained and filthy human men.

8–14 A young woman in a dress buying groceries, followed by two zombie servants carrying her baskets.

15–21 A goblin juggling hedgehogs for coins, so far failing to earn any money despite bleeding hands.

22–28 Two teams of palanquin-bearers yelling at each other in an intersection.

29–35 A shopkeep swatting with a broom at a skittering, spider-shaped golem the size of his head.

36–42 A crowd of children and adults betting on a fight between two large snakes.

43–48 A gargoyle perched on a rooftop, calling down its less-than-positive opinions of passersby by and occasionally pelting them with roof tiles.

49–54 Three men with their mouths stitched shut, whistling and gesticulating wildly at each other.

55–60 A troll draped in bloodstained linens walking through the market, carefully holding up its exposed intestines.

61–66 Two screaming men knife-fighting in the center of a bustling market, with bystanders simply walking around them.

67–72 Three horses and a centaur waiting to be shod at a farrier's shop.

73–78 Two gnomes sprinting at full speed with rope leads, the ends of which are tied to a third gnome strapped to an enormous kite.

79–85 A cart of corpses being pushed through the streets, with the cries of the corpse collector making it clear that he's in both the business of burying corpses for a fee and of selling unclaimed bodies for unspecified purposes.

86–92 A parade in which some sort of priest wearing an oversized mask in the shape of an enormous eyeball is followed by several worshipers costumed to form the legs of a giant centipede.

93–100 Three prostitutes leaning out a window to display their wares—one beautiful, one scaly, and one clearly undead.