

### JUVENILE HIPPOGRIFF CR 1

Young hippogriff (*Pathfinder RPG Bestiary 2* 293, 156)

N Medium magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

#### DEFENSE

**AC** 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

**hp** 16 (3d10)

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

#### OFFENSE

**Speed** 40 ft., fly 100 ft. (average)

**Melee** bite +3 (1d4), 2 claws +3 (1d3)

#### TACTICS

**Before Combat** Kitten-like, the juvenile beast does not understand the crisis of the lost eggs. Instead, it just wants to roughhouse, although its form of play is potentially lethal for its targets.

**During Combat** The hippogriff charges and bites the PC wearing the flashiest clothing. Then it delivers full attacks, switching targets if anyone else attacks it. A PC who succeeds at a DC 15 Sense Motive check discerns that the hippogriff is merely trying to play. It does not pursue PCs that leave the turret.

**Morale** A PC who succeeds at a DC 20 Handle Animal check or a DC 18 wild empathy check as a standard action convinces the hippogriff to retreat to its perch. As a free action, any of its three pseudodragon parents can make it stand down with a telepathic command. Otherwise, the hippogriff flees if it is reduced to 6 hit points or fewer.

#### STATISTICS

**Str** 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9

**Base Atk** +3; **CMB** +3; **CMD** 18 (22 vs. trip)

**Feats** Dodge, Wingover

**Skills** Acrobatics +4 (+8 to jump), Fly +9, Perception +9; **Racial Modifiers** +4 Perception

## PSEUDODRAGON CR 1

NG Tiny dragon (knowledge Arcana to identify)

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +6

### DEFENSE

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

**hp** 15 (2d12+2)

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

**Immune** paralysis, sleep; **SR** 12

### OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

### TACTICS

**Before Combat** 1d4 rounds after combat begins, the hippogriff's pseudodragon sire flies in through the eastern window.

**During Combat** The pseudodragon attacks PCs threatening the hippogriff, or any PCs attempting to steal an egg (see Treasure below). He telepathically yells to them, "Get out, friends of egg thieves!" Even if the PCs are not attempting to steal eggs, he assumes they are friends of Craik.

**Morale** Though he fights furiously, the pseudodragon is willing to hear reason. A PC who succeeds at a DC 20 Diplomacy check as a standard action or who returns a stolen egg can initiate a telepathic parley (see Development below). However, if the PCs steal an egg or kill any member of his clutch (including the hippogriff), the pseudodragon fights to the death.

### STATISTICS

**Str** 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse

**Skills** Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

**Languages** Draconic; telepathy (60 ft.)

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### ANKHEG CR 3

N Large [magical beast](#)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, [tremorsense](#) 60 ft.; [Perception](#) +8

#### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 natural, –1 size)

**hp** 28 (3d10+12)

**Fort** +6, **Ref** +3, **Will** +2

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +5 (2d6+4 plus 1d4 acid and [grab](#))

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

**Special Attacks** spit acid

#### TACTICS

**During Combat** The ankheg climbs onto the stage and attacks the nearest target with its bite and grab attack. It attempts to drag its prey beneath the stage, but drops that foe and switches targets if attacked.

**Morale** If reduced to half its hit points, the ankheg spits acid and then attempts to retreat underground

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

**Feats** [Skill Focus](#) ([Perception](#)), [Toughness](#)

**Skills** [Climb](#) +8, [Perception](#) +8

#### SPECIAL ABILITIES

**Spit Acid (Ex)** Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

## DOOM PROPHET CR 2

### Half-orc adept 4

CE Medium humanoid (human, orc)

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

#### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 30 (4d6+16)

**Fort** +3, **Ref** +1, **Will** +6

**Defensive Abilities** orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk heavy mace +7 (1d8+4)

**Ranged** mwk sling +3 (1d4+4)

**Adept Spells Prepared** (CL 4th; concentration +6)

2nd—[darkness](#)

1st—[burning hands](#) (DC 13), [cause fear](#) (DC 13), [command](#) (DC 13)

0 (at will)—[detect magic](#), [guidance](#), [read magic](#)

#### TACTICS

**Base Statistics** Without [bear's endurance](#) and [bull's strength](#), the adept's statistics are **hp** 22; **Fort** +1; **Melee** mwk heavy mace +5 (1d8+2); **Ranged** mwk sling +3 (1d4+2); **Str** 14, **Con** 11; **CMB** +4; **CMD** 14.

#### STATISTICS

**Str** 18, **Dex** 10, **Con** 15, **Int** 9, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 16

**Feats** [Skill Focus](#) ([Intimidate](#)), [Toughness](#)

**Skills** [Fly](#) +3, [Intimidate](#) +7, [Knowledge](#) (religion) +3

**Languages** Common, Orc

**SQ** orc blood, summon familiar (raven), weapon familiarity

**Combat Gear** scroll of [bear's endurance](#), scroll of [bull's strength](#), scroll of [cure light wounds](#), scroll of [scorching ray](#) (3), alchemist's fire (2);

**Other Gear** masterwork studded leather, masterwork heavy mace, masterwork sling with 10 bullets, silver unholy symbol, spell component pouch, 118 gp

### **JAELE GOLDTOOTH CR 3**

Female half-elf rogue (Sczarni swindler) 4 (*Pathfinder Player Companion: The Harrow Handbook* 13)  
NE Medium humanoid (elf, human)

**Init** +4; **Senses** low-light vision; Perception +8

#### **DEFENSE**

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 33 (4d8+8)

**Fort** +2, **Ref** +8, **Will** +1; +2 vs. enchantments

**Immune** sleep

#### **OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +8 (1d6+2 plus poison/19–20)

**Ranged** harrow cards +8 (1d4+2 plus poison)

**Special Attacks** sneak attack +2d6

#### **TACTICS**

**Before Combat** Goldtooth has already anointed her sword with giant wasp poison and three of her harrow cards with shadow essence. As soon as the PCs spot her, she activates her let fate decide ability. GMs can determine the outcome by flipping a coin, or by having the PCs randomly select one of two harrow cards (see below).

**During Combat** If she draws the Avalanche, Goldtooth gains a +2 luck bonus on her Climb checks for 1 minute. She moves to the eastern wall and attempts to scale a ladder to one of the open skylights. She then launches poisoned harrow cards at the PCs using her card sharp rogue talent and Distance Thrower feat. If any PCs climb the ladder, she shatters the skylight from above, delivering 1d4 points of slashing damage to anyone directly below (Reflex DC 15 half). Finally, she draws her short sword and readies a sneak attack against the first PC up the ladder.

If she draws the Uprising, Goldtooth gains a +2 luck bonus on her Bluff checks for 1 minute. With a cry of “Qadira shall dance on your ashes!” she throws her flame fountain firework 10 feet onto the nearest market stall. This action also serves as a diversion to hide from the PCs. If Goldtooth succeeds at a Bluff check opposed by the PCs’ Sense Motive checks, she gains the opportunity to attempt a Stealth check hide among the crowd. Every round thereafter, the panicked crowd kicks the hissing, blazing tube an additional 10 feet in a random direction. Any time the firework lands on a square occupied by a stall, it sets the stall on fire. If the fire is not doused, it spreads to nearby stalls. See the Hazard section for rules on the fire’s spread and the ways the PCs can douse it. The firework itself winks out after 10 rounds. Meanwhile, Goldtooth sneaks up on the PCs and uses her false attacker rogue ability to maintain cover and total concealment while striking the PCs with her short sword.

**Morale** If brought to fewer than 10 hit points, Goldtooth surrenders, offering to lay her “cards on the table” about Madreki Gael’s plot, provided the PCs promise to be merciful.

#### **STATISTICS**

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

**Base Atk** +3; **CMB** +5; **CMD** 19

**Feats** Deadly Dealer (see below), Distance ThrowerUC, Skill Focus (Stealth), Weapon Finesse

**Skills** Acrobatics +6 (+2 when jumping), Bluff +8, Climb +6, Diplomacy +7, Disguise +7, Knowledge (local) +6, Perception +8, Profession (gambler) +7, Sense Motive +0, Sleight of Hand +8, Stealth +11;

**Racial Modifiers** +2 Perception

**Languages** Common, Elven, Varisian

**SQ** elf blood, let fate decide, poker face, quicker than the eye, rogue talents (card sharp, false attacker; see below)

**Combat Gear** *potion of cure light wounds*, *potion of undetectable alignment*, giant wasp poison, shadow essence (3);

**Other Gear** +1 studded leather, flame fountain fireworkUE, harrow deckUE (54 cards), mwk short sword, disguise kit, mwk thieves' tools, 75 gp

## SPECIAL ABILITIES

**Card Sharp** This rogue talent grants Jaelle the Deadly Dealer feat (see below). The talent appears in *Pathfinder Player Companion: The Harrow Handbook*.

**Deadly Dealer** Jaelle throw a card as though it were a dart, with the same damage, range, and other features. Harrow cards are treated as masterwork weapons when thrown using this feat, but are destroyed after they are thrown. This feat appears in *Pathfinder Player Companion: The Harrow Handbook*.

**False Attacker (Ex)** Whenever Jaelli strikes a foe from hiding, she can attempt a Bluff check as an immediate action before rolling damage to convince the foe that another creature was the attacker. She attempts to convince the PCs that her attacks emerge from within the crowds. This Bluff check is opposed by the target's Perception or Sense Motive check, whichever has a higher bonus. It applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). For example, she does not take a penalty on this Bluff check if the markets are still full of crowds, as there is another plausible origin for the attack. The GM should use her discretion to apply increasing penalties based on how little of the crowd remains in the Green Market. If the Bluff check is successful, and Jaelli maintains concealment or cover, her stealth does not end. This rogue talent appears in *Pathfinder Player Companion: Heroes of the Streets*.

**Let Fate Decide (Ex)** Jaelli can declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). As a standard action, she can use a random method to choose one of the declared activities, such as flipping a coin, rolling a die, or drawing a harrow card. If she performs the chosen activity by the end of the next round (most likely, on her next turn), she gains a +2 luck bonus on the roll type required for that activity—attack rolls with a specific weapon, a specific skill check, a specific ability check, or a specific saving throw—for 1 minute. If the swindler does not perform this action in the round after using this ability, she becomes shaken for 1 minute instead. She can use this ability three times per day.

**Poker Face (Ex)** Jaelli gains a +1 bonus on Bluff, Profession (gambler), and Sense Motive checks. She can also attempt to feint against non-humanoid targets without penalty, though she still takes a –8 penalty on feint attempts against creatures with animal intelligence and she cannot feint against mindless creatures.

**Quicker Than the Eye (Ex)** When Jaelli uses Sleight of Hand, creatures take a –2 penalty on their Perception checks to notice the attempt. She also reduces the normal –20 penalty when attempting a Sleight of Hand check as a move action instead of as a standard action to –16. Lastly, she can draw hidden weapons or objects from her person as a move action instead of the usual standard action.