

Appendix 1: Stat Blocks

GROVE

BAT SWARM CR —

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

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

hp 13 (3d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** +4 Perception when using blindsense

SQ swarm traits

DESCRIPTION

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

FIREPAW CR —

Bear animal companion

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d3+3)

TACTICS

During Combat Firepaw engages the PCs in melee.

Morale As long as Trajet continues to fight, Firepaw fights to the death to protect her.

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Endurance, Run

Skills Perception +5, Survival +2, Swim +7

SQ tricks (attack, come, defend, down, guard, heel, perform, stay)

POLGRIN (Initiate of Flame) CR 1/2

Dwarf druid 1

LN Medium humanoid (dwarf)

Init +0; **Senses** Perception +6

DEFENSE

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

hp 15 (1d8+7)

Fort +5, **Ref** +0, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee spear +2 (1d8+3/x3)

Ranged sling +0 (1d4+2)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

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

5/day—fire bolt

Druid Spells Prepared (CL 1st; concentration +3)

1st—*burning hands*^D (DC 13), *endure elements*, *faerie fire*

0 (at will)—*detect poison*, *flare* (DC 12), *stabilize*

D Domain spell; **Domain** Fire

TACTICS

During Combat Polgrin fights with his spear, prioritizing those who attack Trajet. He casts *burning hands* if he can do so without catching any surrounding trees and *faerie fire* on anyone attempting to hide.

Morale Polgrin surrenders if he is reduced to 4 hit points or fewer, or if Trajet surrenders.

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

Feats Toughness

Skills Climb +4, Handle Animal +2, Knowledge (geography) +5, Knowledge (nature) +3, Perception +6 (+8 to notice unusual stonework), Survival +8

Languages Common, Druidic, Dwarven, Giant

SQ nature bond (Fire domain), nature sense, wild empathy –1

Combat Gear alchemist's fire (2), smokesticks (2); **Other Gear** mwk hide armor, sling with 20 bullets, spear, climber's kit, healer's kit, holly and mistletoe, spell component pouch, 8 gp

TRAJET (Sylvan Protector) CR 2

CN Small humanoid (gnome)

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

DEFENSE

AC 18, touch 13, flat-footed 16 (+3 armor, +2 Dex, +2 shield, +1 size)

hp 24 (3d8+7)

Fort +5, **Ref** +3, **Will** +5; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle +1 (1d4–2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 3rd; concentration +5)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

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

2nd—*flaming sphere* (DC 14), *summon swarm*

1st—*cure light wounds* (2), *speak with animals*

0 (at will)—*flare* (DC 12), *light*, *stabilize*, *virtue*

D Domain spell; **Domain** Air

TACTICS

During Combat Trajet stays out of melee if she can, using *summon swarm* to call a bat swarm to attack the party's back line. The statistics for a bat swarm appear on page 42. If Firepaw falls below 8 hp, Trajet attempts to heal her companion with *cure light wounds*.

Morale Trajet typically surrenders if she is reduced to 5 hit points or fewer. However, if the PCs kill Firepaw, she fights to the death.

STATISTICS

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

Base Atk +2; **CMB** –1; **CMD** 11

Feats Augment Summoning, Spell Focus (conjunction)

Skills Handle Animal +7, Heal +6, Knowledge (nature) +6, Perception +8, Spellcraft +6, Stealth +8, Survival +10

Languages Common, Druidic, Gnome

SQ nature bond (bear companion Firepaw), nature sense, wild empathy +5, woodland stride, trackless step

Combat Gear *scroll of cure light wounds* (3), *scroll of spider climb*, tanglefoot bags (2); **Other Gear** +1 leather armor, mwk heavy wooden shield, sickle, holly and mistletoe, spell component pouch, 95 gp

BASILICA

DIRE RAT CR 1/3

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

TACTICS

During Combat The dire rats attack the PC wearing the least heavy armor first. If Thessel and the ratfolk begin in area B3—that is, if the PCs did not gain any rounds on the ratfolk during their investigation—Thessel orders the rats to guard the trapdoor rather than rushing them in to attack the PCs.

Morale The dire rats fight to the death.

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

DESCRIPTION

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

SPECIAL ABILITIES

Disease (Ex) *Filth fever*. Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

RATFOLK CR 1/3

Ratfolk expert 1

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 4 (1d8)

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

OFFENSE

Speed 20 ft.

Melee dagger –1 (1d3–2/19–20)

Ranged light crossbow +3 (1d6/19–20)

Special Attacks swarming

STATISTICS

Str 6, **Dex** 15, **Con** 11, **Int** 14, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** –3; **CMD** 9

Feats Skill Focus (Perception)

Skills Appraise +6, Craft (alchemy) +8, Diplomacy +3, Handle Animal +3 (+7 with rodents), Perception +9, Sense Motive +4, Survival +4, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common

DESCRIPTION

This small, ratlike humanoid has a twitching, whiskered snout, pointed ears, and a long, leathery tail.

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

BIKKA & THESEL (Ratfolk Tinkerer) CR 1

Ratfolk rogue 2

N Small humanoid (ratfolk)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** –1

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee mwk dagger +6 (1d3/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks sneak attack +1d6, swarming

TACTICS

During Combat Bikka maneuvers into a flank with the dire rats and attacks. Thessel flanks enemies with her ratfolk allies.

Morale Bikka flees if she is reduced to 4 hit points or fewer.

Thessel flees if she is reduced to 4 hit points or fewer.

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +8, Climb +5, Craft (alchemy) +5, Disable Device +11, Escape Artist +8, Knowledge (dungeoneering, local) +7, Perception +6, Sleight of Hand +8, Stealth +12, Swim +5, Use Magic Device +7

Languages Common, Gnome, Goblin, Undercommon

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of pass without trace*, acid, alchemist's fire, mwk bolts (5), tanglefoot bag; **Other Gear** leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools, 121 gp

BLADE

GIANT SCORPION CR 3

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 37 (5d8+15) (27 current)

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

Immune mind-affecting effects

OFFENSE

Speed 50 ft.
Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d6+4)
TACTICS
During Combat The giant scorpion attacks Aayef until the PCs threaten or distract it. It attempts to grapple its foes.
Morale The giant scorpion fights to the death.
STATISTICS
Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)
Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
DESCRIPTION
The sixteen-foot-long scorpion scabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.
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.

A AYEYF GHAZALI (Heir Apparent) CR 2

LG Medium humanoid (human)
Init +1; **Senses** Perception +3
DEFENSE
AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 22 (4d8+4) (10 current)
Fort +1, **Ref** +2, **Will** +3 (+1 vs. fear)
OFFENSE
Speed 20 ft.
Melee *Soldier's Glory* +6 (1d8+2/19–20)
Ranged dagger +5 (1d4/19–20)
TACTICS
Before Combat *Soldier's Glory* cast *aid* on Aayef earlier in the fight. The effects of this spell are included in his statistics. The intelligent sword has also expended all of her uses of *cure light wounds*.
During Combat Aayef fights defensively.
Morale Aayef does not retreat as long as any PC still stands.
STATISTICS
Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 14
Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness
Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5
Languages Common, Elven
Combat Gear none; **Other Gear** mwk breastplate, dagger, *Soldier's Glory* (+2 *benevolent*^{UE} *longsword*), noble's outfit, signet ring, 253 gp

HOMESTEAD

KOBOLD CR 1/4

Kobold warrior 1
LE small humanoid (reptilian)
Init +1; **Senses** darkvision 60 ft.; Perception +5
DEFENSE
AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)
hp 5 (1d10)
Fort +2, **Ref** +1, **Will** –1
Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee spear +1 (1d6–1)
Ranged sling +3 (1d3–1)
TACTICS
Before Combat The kobolds hold their position and wait for the PCs to enter the room.
During Combat The kobolds prefer to attack the PCs in pairs, flanking a target whenever possible.
Morale The kobolds fight tenaciously to protect their hoard, but the last kobold standing tries to surrender to the PCs rather than be killed.

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** –1; **CMD** 10
Feats Skill Focus (Perception)
Skills Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)
Languages Draconic
SQ crafty

DESCRIPTION

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

BREAKDOWN

CRAWLING HAND CR 1/2

NE Diminutive undead
Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4
DEFENSE
AC 14, touch 14, flat-footed 14 (+4 size)
hp 9 (1d8+5)
Fort +2, **Ref** +0, **Will** +2
Immune undead traits
OFFENSE
Speed 40 ft., climb 40 ft.
Melee claw +5 (1d1+1 plus grab)
Space 1 ft.; **Reach** 0 ft.
Special Attack mark quarry, strangle
TACTICS
During Combat The crawling hands attempt to strangle spellcasting PCs.
Morale The crawling hands fight until they are destroyed.
STATISTICS
Str 13, **Dex** 11, **Con** —, **Int** 2, **Wis** 11, **Cha** 14
Base Atk +0; **CMB** –4 (+0 grapple); **CMD** 7
Feats Toughness
Skills Climb +9, Perception +4, Stealth +12, Survival +4; **Racial Modifiers** +4 Survival
Languages Common (can't speak)
DESCRIPTION
With a jolt, this severed hand springs to life, its fingers propelling it forth at great speed like a deformed spider.
SPECIAL ABILITIES
Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.
Strangle (Ex) An opponent grappled by a crawling hand cannot speak or cast spells with verbal components.

Appendix 2:

REMAIO ALCASTI

CR 2

Remaio Alcasti plays a central role in the Honor's Echo quests. The PCs may fight by his side, or even fight against him, as they unravel the history of his ancestor Honaria.

Human bard 3

LN Medium humanoid (human)

Init +5; **Senses** Perception +5

DEFENSE

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

hp 23 (3d8+6)

Fort +2, **Ref** +4, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6+2/18–20) or practice rapier +4 (1d6+2 nonlethal/18–20)

Ranged mwk shortbow +4 (1d6/19–20)

Special Attacks bardic performance 11 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +6)

1st (4/day)—*charm person* (DC 14), *cure light wounds*, *grease*, *hideous laughter* (DC 14)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Iron Will, Step Up

Skills Acrobatics +6, Bluff +9, Escape Artist +7, Perception +5, Perform (oratory) +9, Spellcraft +6, Stealth +6

Languages Common

SQ bardic knowledge +1, versatile performance (oratory)

Combat Gear *potion of cure light wounds* (4); **Other Gear** mwk chain shirt, mwk rapier, mwk shortbow with 20 arrows, practice rapier, belt pouch, noble's outfit, ostrich feather cap, pegasus signet ring, spell component pouch, pair of black pearls (worth 350 gp each), 48 gp