

Tier 3-4

SAILORS (Shipmate)

CR 1/2

Human expert 1/warrior 1

NE Medium humanoid

Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 11 (2 HD; 1d8+1d10+2)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+1/18–20) or dagger +2 (1d4+1/19–20)

Ranged composite longbow +2 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Skill Focus (Profession [sailor])

Skills Acrobatics +5, Climb +5, Craft (ships) +3, Perception +4, Profession (fisherman) +4, Profession (sailor) +8, Survival +4, Swim +5

Languages Common

Gear masterwork studded leather, daggers (2), composite longbow (+1 Str) with 20 arrows, scimitar

SHOCROTE

CR 5

Manticore

LE Large magical beast

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

Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

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

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly –3, Perception +9, Survival +4 (+8 tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Tier 6-7**SAILORS (Shipmate)****CR 1/2**

Human expert 1/warrior 1

NE Medium humanoid

Init +1; **Senses** Perception +4**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)**hp** 11 (2 HD; 1d8+1d10+2)**Fort** +3, **Ref** +1, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** scimitar +2 (1d6+1/18–20) or dagger +2 (1d4+1/19–20)**Ranged** composite longbow +2 (1d8+1/x3)**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Dodge, Skill Focus (Profession [sailor])**Skills** Acrobatics +5, Climb +5, Craft (ships) +3, Perception +4, Profession (fisherman) +4, Profession (sailor) +8, Survival +4, Swim +5**Languages** Common**Gear** masterwork studded leather, daggers (2), composite longbow (+1 Str) with 20 arrows, scimitar**SHOCROTE****CR 8**

Behir

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE****AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)**hp** 105 (10d10+50)**Fort** +12, **Ref** +8, **Will** +5**Immune** electricity**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +15 (2d6+9 plus grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)**STATISTICS****Str** 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)**Feats** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)**Skills** Climb +14, Perception +8, Stealth +5**Languages** Common**SPECIAL ABILITIES****Grab (Ex)** A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.**SILVER SLAYER (Gladiator)****CR 5**

Human barbarian 3/fighter 3

N Medium humanoid

Init +3; **Senses** Perception +10**DEFENSE****AC** 21, touch 12, flat-footed 17 (+7 armor, +3 Dex, +1 dodge, –2 rage, +2 shield)**hp** 57 (6 HD; 3d12+3d10+21)**Fort** +9, **Ref** +5, **Will** +5; +1 vs. fear**Defensive Abilities** bravery +1, trap sense +1, uncanny dodge**OFFENSE****Speed** 40 ft.**Melee** mwk trident +13/+8 (1d8+5) or mwk trident +11/+6 (1d8+5) and +1 light steel shield with mwk shield spikes +10 (1d6+5)**Ranged** mwk trident +11 (1d8+5) or javelin +9 (1d6+5)**Special Attacks** rage (9 rounds/day), rage powers (knockback)**Base Statistics**When not raging, the gladiator has **AC** 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 shield); **hp** 45; **Fort** +7, **Will** +3;**Melee** mwk trident +11/+6 (1d8+3) or mwk trident +9/+4

(1d8+3) and +1 light steel shield with mwk shield spikes +8 (1d6+3);

Ranged mwk trident +11 (1d8+3) or javelin +9 (1d6+3); **Str** 16,**Con** 13; **CMB** +9; **CMD** 23;**Skills** Climb +6, Swim +6**STATISTICS****Str** 20, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +11; **CMD** 25**Feats** Dodge, Double Slice, Improved Shield Bash, Shield Focus, Two-Weapon Fighting, Weapon Focus (trident)**Skills** Acrobatics +10 (+14 jump), Climb +8, Intimidate +5, Perception +10, Swim +8**Languages** Common**SQ** armor training 1, fast movement**Gear** +1 breastplate, +1 light steel shield with masterwork shield spikes, javelins (5), masterwork trident, 1 gp