

Plunder and Peril

HEAVY HULDREN CR 7

Male human constable commoner 9
(NPC Codex 259)
NE Medium humanoid (human)

Init +0; Senses **Perception +14**

DEFENSE

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

hp 49 >25 (9d6+18)

Fort +5, Ref +4, Will +6

OFFENSE

Speed 30 ft.

Melee **+1 spear +8 (1d8+4/×3)** or

mwk sap +7 (1d6+2 nonlethal)

Ranged mwk **light crossbow +5 (1d8/19–20)**

STATISTICS

Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9

Base Atk +4; **CMB +6; CMD 16**

Feats Alertness, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency (sap), Toughness, Weapon Focus (spear)

Skills Climb +6, Handle Animal +4, Intimidate +3, Knowledge (local) +6, Perception +14, Ride +5, Sense Motive +11, Swim +5
Languages Common

hp 49 >25

TACTICS

During Combat Huldren attacks the biggest or most heavily armored PC, restricting himself to nonlethal attacks unless someone makes a lethal attack against him.

Morale Huldren fights until unconscious as long as he takes only nonlethal damage. If he is reduced to fewer than 25 hit points by lethal damage, he yields.

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), tanglefoot bags (4);

Other Gear masterwork chain shirt, +1 spear, masterwork light crossbow with 10 bolts, masterwork sap, cloak of resistance +1, everburning torch, sunrods (5), bit and bridle, heavy horse (combat trained), military saddle, 2,568 gp

TAVERN CHAMPIONS (2) CR 5

Half-orc warrior 5 (NPC Codex 268)

Init +1; Senses darkvision 60 ft.; **Perception +0**

DEFENSE

AC 16, touch 11, flat-footed 15

(+4 armor, +1 Dex, +1 natural)

hp 37 >20 (5d10+10)

Fort +5, Ref +2, Will +0

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee **unarmed strike +7 (1d3+2)** or **sap +7**

(1d6+2 nonlethal) or **warhammer +7**

(1d8+3/×3)

STATISTICS

Str 14, Dex 13, Con 12, Int 9, Wis 8, Cha 10

Base Atk +5; **CMB +7; CMD 18**

Feats Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike

Skills Intimidate +9, Perception +0

Languages Common, Orc

SQ orc blood, weapon familiarity

hp 37 >20

hp 37 >20

Combat Gear *potions of cure light wounds* (2), *potion of enlarge person*;

Other Gear chain shirt, sap, warhammer, *amulet of natural armor +1*, 137 gp

TACTICS

During Combat The warrior makes nonlethal unarmed strikes unless an opponent draws a weapon. She uses Improved Bull Rush to throw opponents into tables or through windows. If sorely pressed, she drinks her *potion of enlarge person*.

Morale Any champion who takes 20 or more points of damage (nonlethal or lethal) yields.

N Medium humanoid (human, orc)

Plunder and Peril

RACERS (1d4+2) CR 4

Male human thugs
(GameMastery Guide 264)

TACTICS

Morale Each racer who takes 10 or more points of nonlethal damage, or any lethal damage, yields.

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; Senses **Perception +5**

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 14 (2 HD; 1d10+1d8+6)

Fort +3, Ref +4, Will +0

OFFENSE

Speed 30 ft.

Melee **quarterstaff +4 (1d6+3)** or **quarterstaff +2/+2 (1d6+3/1d6+1)** or **dagger +4**

(1d4+3/19–20) or **sap +4 (1d6+3 nonlethal)**

Ranged **dagger +3 (1d4+3/19–20)**

Special Attacks **sneak attack +1d6**

STATISTICS

Str 16, Dex 15, Con 13, Int 8, Wis 10, Cha 12

Base Atk +1; **CMB +4**; **CMD 16**

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear masterwork studded leather, daggers (2),

quarterstaff, sap, manacles (2)

WERECROCODILES (HYBRID FORM) (2) CR 3

(Bestiary 4 189)

NE Medium humanoid (human, shapechanger)

Lycanthrope, Werecrocodile

Standing taller than a man, this humanoid figure wears filth-covered rags over its scaly form.

Init +5; Senses low-light vision, scent;

Perception +4

DEFENSE

AC 23, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 30 >15 (3d10+9)

Fort +8, Ref +2, Will +2; +1 vs. fear

Defensive Abilities bravery +1; **DR 10/silver**

OFFENSE

Speed 30 ft., swim 20 ft.; sprint

Melee **bite +7 (1d8+4 plus grab and curse of lycanthropy)**, **tail slap +2 (1d12+2)**

Special Attacks curse of lycanthropy, death roll **(1d8+4 plus trip)**, grab

hp 30 >15

hp 30 >15

TACTICS

During Combat The werecrocodiles assume their hybrid forms before attacking if time permits, or in the first round of combat otherwise. If possible, they sprint from concealment to attack the PCs from surprise.

Morale If any werecrocodile is reduced to 15 or fewer hit points, it flees.

STATISTICS

Str 19, Dex 13, Con 16, Int 12, Wis 12, Cha 6

Base Atk +3; **CMB +7 (+11 grapple)**; **CMD 18**

Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Run

Skills Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +19

Languages Common

SQ armor training 1, change shape (human, hybrid, and crocodile; polymorph), hold breath, lycanthropic empathy (crocodiles and dire crocodiles), sprint

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecrocodile deals its bite damage, knocks the creature prone, and maintains the grapple.

Sprint (Ex) Once per minute, a werecrocodile can increase its land speed to **60 feet for 1 round**.

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RIVER DRAKES (3) CR 3

(Bestiary 3 107)
NE Medium dragon (aquatic, water)
With graceful wings and wide fins, this sleek dragon looks equally well equipped to glide through sea and sky.

TACTICS

Morale The drakes are territorial, and fight to the death

Init +7; Senses **darkvision 60 ft.**, low-light vision, scent; **Perception +7**

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 34 (4d12+8)
Fort +6, Ref +7, Will +4
Immune paralysis, sleep; Resist acid 20

OFFENSE

Speed 20 ft., fly 60 ft. (average), swim 30 ft.
Melee **bite +7 (2d4+3)**, **tail slap +2 (1d4+1)**
Special Attacks caustic mucus, pounce

hp 34 **hp 34** **hp 34**

STATISTICS

Str 17, Dex 16, Con 15, Int 8, Wis 10, Cha 9
Base Atk +4; **CMB +7; CMD 20**
Feats Improved Initiative, Power Attack
Skills Fly +10, Intimidate +6, Perception +7, Stealth +10, Survival +7, Swim +11
Languages Draconic
SQ amphibious, speed surge

SPECIAL ABILITIES

Caustic Mucus (Su) As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 14 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

MOTHER GRUND CR 5

Advanced sea hag (Bestiary 243, 294)
CE Medium monstrous humanoid (aquatic)
Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.

Init +3; Senses darkvision 60 ft.; **Perception +11**
Aura horrific appearance (60 ft.)

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 38 (4d10+16)
Fort +5, Ref +7, Will +5 **SR 15**

OFFENSE

Speed 30 ft., swim 40 ft.
Melee **2 claws +8 (1d6+4)**
Special Attacks **evil eye**

STATISTICS

Str 19, Dex 16, Con 18, Int 12, Wis 13, Cha 15
Base Atk +4; **CMB +8; CMD 21**
Feats Skill Focus (Bluff, Perception)
Skills Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19
Languages Common, Giant
SQ amphibious

SPECIAL ABILITIES

Evil Eye (Su) Gaze: Three times per day, within 30 feet. Succeed on a **DC 14 Will save or be staggered**. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim

must make a **DC 14 Fortitude save or be overwhelmed with fright** and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet must succeed on a **DC 14 Fortitude** save or instantly be weakened, taking **1d6 points of Strength** damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

TACTICS

Before Combat Mother Grund drinks a *potion of alter self* and a *potion of fly* before approaching the ship. Both have 2 minutes remaining when she gets in sight. She attacks if stalled for one minute.

During Combat She begins combat by dropping her disguise and exposing the PCs to her **horrific appearance ability**, then flying up to fight them from above. She prefers to stay aloft for a few rounds, targeting the strongest-looking opponent with her *evil eye* ability, and enters melee only if she's reduced below 45 hit points.

Morale Mother Grund attempts to either *fly* or swim away if brought below 10 hit points.

38 > 10

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ONWU AZUS (4) CR 4

This oversized piranha bursts from the water, spreading broad fins as it takes to the air to sate its hunger.

N Small animal (aquatic)

Init +3; Senses keen scent, low-light vision;

Perception +7

DEFENSE

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

hp 11 each (2d8+2)

Fort +4, Ref +6, Will +0

Defensive Abilities ferocity

OFFENSE

Speed 5 ft., swim 70 ft.

Melee **bite +3 (1d4+1 plus attach and bleed)**

Special Attacks **bleed (1d4)**

STATISTICS

Str 12, Dex 16, Con 12, Int 1, Wis 11, Cha 3

Base Atk +1;

CMB +1; CMD 14 (can't be tripped)

Feats Skill Focus (Perception)

Skills Perception +7, Swim +13

SQ glide

11

11

11

11

SPECIAL ABILITIES

Attach (Ex) When an onwu azu hits with a bite attack, it automatically grapples its foe, though the target isn't considered to be grappling the onwu azu. Each round the onwu azu is grappling its foe, it automatically deals its bite damage.

Glide (Ex) An onwu azu can launch itself into the air and glide for up to 1 minute (depending on water and weather conditions, at the GM's discretion). When gliding, it has a fly speed of 60 feet with clumsy maneuverability and gains Flyby Attack.

Keen Scent (Ex) An onwu azu can notice creatures by scent within a 180-foot radius underwater and can detect blood in the water at ranges of up to 1 mile.

HYRIX SNOWFEATHER CR 4

Male tengu magus 5 (Bestiary 263,

Pathfinder RPG Ultimate Magic 9)

NE Medium humanoid (tengu)

Init +3; Senses low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 15

(+5 armor, +3 Dex, +1 deflection)

hp 36 (5d8+10)

Fort +5, Ref +5, Will +6

OFFENSE

Speed 30 ft.

Melee **+1 keen rapier +8 (1d6+2/15-20),**

bite +1 (1d3)

Special Attacks spellstrike

MAGUS SPELLS (CL5TH; CONC+8)

2nd—*glitterdust* (DC 15), *scorching ray* (2)

1st—*grease* (DC 14), *ray of enfeeblement* (DC 14),

shield, *shocking grasp* (2)

0 (at will)—*arcane mark*, *dancing lights*,

detect magic, *prestidigitation* (DC 14)

TACTICS

Before Combat Before revealing himself, Hyrix spends an arcane pool point to grant his masterwork rapier the abilities of a +1 keen rapier (this adjustment is reflected above).

During Combat Hyrix uses *glitterdust* if he can catch three or more foes in the area, if a ranged foe harms him, or if he believes an *invisible* foe is present. He keeps his back against a solid surface

to deter flanking, and combines his *ray spells* with spell combat and spellstrike, starting with his two *scorching rays*. If he takes more than 10 points of damage, he uses spell combat to attack and cast *shield*. If a foe is particularly effective in melee, Hyrix uses spell combat and spellstrike to attack and cast *ray of enfeeblement*.

Morale Hyrix is overconfident, and fights to the death.

Base Statistics Without using his magus arcana, Hyrix's base statistics are Melee mwk rapier +8 (1d6+1/18-20), bite +1 (1d3).

STATISTICS

Str 12, Dex 16, Con 11, Int 16, Wis 12, Cha 10

Base Atk +3; **CMB +4; CMD 17**

Feats Combat Casting, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +7, Climb +8, Escape Artist +7, Perception +8, Spellcraft +11; Racial Modifiers +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Giant, Osiriani, Tengu, Tien
SQ arcane pool (6 points [5 points remaining], +2), gifted linguist, magus arcana (close range), spell combat, spell recall, swordtrained

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bag, thunderstone; **Other Gear** +1 chain shirt, mwk rapier, bag of holding (type I), **+1 cloak of resistance**, **+1 ring of protection**, bandolierUE, belt pouch, mwk backpackUE, spell component pouch, 3,315 gp

hp 36

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ELLARA AND ELODIN CR 1

Female and male halfling town watchers
(NPC Codex 128)

Special Attacks **avored enemy (humanoids [orcs])**

Halfling ranger 2

LN Small humanoid (halfling)

Init +3; Senses **Perception +8**

DEFENSE

AC 17, touch 14, flat-footed 14

(+3 armor, +3 Dex, +1 size)

hp 14 (2d10)

Fort +4, Ref +7, Will +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee **short sword +4 (1d4+1/19–20)**

Ranged **mwk shortbow +7 (1d4/×3)**

Special Attacks **avored enemy (fey) +2**

14>5

14>5

STATISTICS

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

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

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb

+8, Diplomacy +1, Intimidate +4, Knowledge

(geography, nature) +5, Knowledge (local) +2,

Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*,

tanglefoot bags (2), thunderstone;

Other Gear masterwork studded leather,

masterwork shortbow with 20 arrows, short sword,

84 gp

TACTICS

During Combat Ellara and Elodin enter combat if they are spotted by a PC or on Hyrix's signal. They know their strength lies in hitting lightly armored foes and taking advantage of their ability to move through small spaces. Both begin any fight with ranged attacks. If enemies close to melee range, Ellara moves to flank a foe with Elodin.

Morale The two are loyal to Hyrix, but don't want to die for him. Both flee if either is reduced below 5 hit points. If one is killed, however, the other one fights the killer to the death.

KARKINOI CR 6

(Bestiary 4 173)

This hulking mix of ogre and crab has one huge pincer that snaps menacingly, while its other arm is a twisted, humanlike hand.

CE Large monstrous humanoid (aquatic)

Init +0; Senses darkvision 60 ft.; **Perception +11**

DEFENSE

AC 19, touch 9, flat-footed 19

(+10 natural, –1 size)

hp 76 (8d10+32)

Fort +6, Ref +6, Will +6

OFFENSE

Speed 30 ft., swim 40 ft.; sideways scuttle

Melee **claw +13 (1d10+9/19–20 plus grab),**

slam +13 (1d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks **constrict 1d10+6**

STATISTICS

Str 22, Dex 10, Con 16, Int 6, Wis 10, Cha 7

Base Atk +8; **CMB +15 (+19 grapple); CMD 25**

Feats Combat Reflexes, Improved Critical (claw),

Power Attack, Vital Strike

Skills Intimidate +9, Perception +11, Swim +21

Languages Aquan

SQ water dependency

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TACTICS

During Combat If the karkinoi grabs an opponent, it attempts to drag that creature underwater to finish it off.

Morale The karkinoi fights to the death to defend its swarm of offspring. Karkinoi

SPECIAL ABILITIES

Sideways Scuttle (Ex) When a karkinoi takes a 5-foot step, it can move up to 10 feet instead of 5 feet as long as it does so in a straight line. It can do this whether it is walking or swimming.

Water Dependency (Ex) A karkinoi can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

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JEZSINDRE CR 5

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair and she bears a vibrant and youthful countenance.

Female siren (Bestiary 2 247)

CN Medium magical beast

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +15

DEFENSE

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

hp 52 > 16 (8d10+8)

Fort +7, Ref +11, Will +6

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee **2 talons +11 (1d6)**

Special Attacks bardic performance, siren's song,
sneak attack +2d6

SPELL-LIKE (CL 7TH; CONG+12)

3/day—*cause fear* (DC 16), *charm person* (DC 16), *deep slumber* (DC 18), *shout* (DC 19)

52 > 16

STATISTICS

Str 10, Dex 17, Con 12, Int 14, Wis 19, Cha 21

Base Atk +8; **CMB +8; CMD 22**

Feats Dodge, Flyby Attack, Lightning Reflexes, Weapon Finesse

Skills Fly +7, Knowledge (history) +10, Perception +15, Perform (sing) +13, Stealth +14

Languages Auran, Common

SPECIAL ABILITIES

Bardic Performance (Su) A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use *countersong*, *distraction*, *fascinate*, *inspire competence*, and *inspire courage*. Levels in the bard class stack with this ability.

TACTICS

During Combat Bitterly aware of most seafarers' hostility toward her kind, Jezsindre begins with her *song of obsession* to gain friendly allies among the ship's crew. She continues singing while flying toward the Magpie Princess. When close enough, she uses her *charm person* spell-like ability to captivate attractive crew members into coming with her. Jezsindre flies into an angry fit if anyone counters or negates her song; she uses her *shout* spell-like ability on those responsible and lashes out with her claws, seeking to flank with one of her "new friends" to deal sneak attack damage.

Morale Jezsindre flees if reduced to fewer than 16 hit points. If the PCs carry the battle to her nest, she fights to the death.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a **DC 19 Will save** or become *enthralled* (see below).

The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

- **Captivation:** This functions exactly like a harpy's captivating song.
- **Fascination:** Affected creatures are fascinated.
- **Obsession:** An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect.
- **Slumber:** The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues **sleeping for 1d4 minutes** after the siren stops singing, but can be awakened by loud noises or any other normal method.

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KARKINOI BROOD SWARM CR 4

Each member of this horde of blue crablike things is armed with a menacing, oversized pincer.

CE Tiny monstrous humanoid (aquatic, swarm)

Init +6; Senses darkvision 60 ft.; **Perception +0**

DEFENSE

AC 18, touch 14, flat-footed 16

(+2 Dex, +4 natural, +2 size)

hp 39 (6d10+6)

Fort +3, Ref +7, Will +5

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., swim 30 ft.

Melee **swarm (2d6)**

Space 10 ft.; Reach 0 ft.

Special Attacks **clinging grasp (DC 15)**,

consume, distraction (DC 14)

STATISTICS

Str 6, Dex 14, Con 13, Int 3, Wis 10, Cha 7

Base Atk +6; **CMB —**; **CMD —**

Feats Agile Maneuvers, Improved Initiative, Step Up

Skills Swim +15

Languages Aquan

SQ scuttling swarm, water dependency

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SPECIAL ABILITIES

Clinging Grasp (Ex) The spawn in a karkinoi brood swarm clutch with their pincers to tenaciously cling to other creatures and each other, inhibiting their targets' movement as they swarm over prey. When the karkinoi brood swarm ends its turn in the space of a Medium or smaller creature, that creature must succeed at a **DC 15 Reflex save** or become **entangled**. This effect lasts for 1 round or until the creature leaves the karkinoi brood swarm's space, whichever comes first. The save DC is normally Strength-based, but because the karkinoi brood swarm has the Agile Maneuvers feat, the DC is instead Dexterity-based.

Consume (Ex) A karkinoi brood swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a karkinoi brood swarm's attack **deals 4d6 points of damage**.

Scuttling Swarm (Ex) A karkinoi brood swarm can use its Step Up feat to move and reshape itself when a creature takes a 5-foot step while within the swarm's area. Each part of the swarm can move 5 feet, provided each part of the swarm ends this movement in a square occupied by the creature taking the 5-foot step or in a square that the swarm occupied before taking this movement.

Water Dependency (Ex) A karkinoi brood swarm can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

BLACK LADY'S BLIGHT

Type curse;

Save **Will DC 16** negates

EFFECT

target is **sickened** while within 1 mile of the ocean;

Cure cast **remove curse** or a similar spell while immersing the victim in salt water

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COMOZANT WYRD CR 4

The only real feature of this flaring of electrical energy is a vaguely humanoid face that flickers and plays within its shifting mass. A comozant wyrd appears to be 3 feet of buzzing, heatless blue or green plasma.

(Bestiary 4 40)

N Small outsider

Init +7; Senses darkvision 60 ft.; **Perception +13**

DEFENSE

AC 18, touch 18, flat-footed 15

(+4 deflection, +3 Dex, +1 size)

hp 27 (5d10)

Fort +1, Ref +9, Will +7

Defensive Abilities **incorporeal, plasma form**;

Immune cold, electricity, elemental traits

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Ranged **lightning lash +8 (2d8 electricity damage)**

Special Attacks lightning lash

SPELL-LIKE (CL 7TH; CONC+11)

2/day—**control weather** (standard action; intensify or dispel storm only)

(air, elemental, extraplanar, incorporeal)

hp 27

TACTICS

During Combat The wyrd uses *lightning lashes* against its enemies, especially those already affected by its *illuminating flames* ability. It may also attach itself to a nearby foe using its plasma form ability.

Morale If provoked, the comozant wyrd fights to the death. If the comozant wyrd is slain, the storm's intensity immediately lessens and the gale blows itself out in the next hour

STATISTICS

Str —, Dex 17, Con 10, Int 8, Wis 17, Cha 18

Base Atk +5;

CMB +7; CMD 21 (can't be tripped)

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Diplomacy +7, Fly +17, Knowledge (nature) +3, Knowledge (planes) +7, Perception +13, Sense Motive +11

Languages Auran

SQ illuminating flames

SPECIAL ABILITIES

Illuminating Flames (Su) As a standard action, a comozant wyrd can shroud the upper halves of any Small or larger creatures it can see within 30 feet of it in cold, buzzing flames similar to the wyrd's own. Any electricity resistance blocks this effect unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Targets of this effect take a –10 penalty on Stealth checks.

A comozant wyrd can communicate empathically with creatures subject to this effect, and gains a +4 racial bonus on Sense Motive checks when doing so. Interacting with a wyrd in this way still uses standard social Skills and rules. While communicating this way, a comozant can confer unexpected insight or information equivalent to a divination spell.

Lightning Lash (Su) As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing **2d8 electricity** damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (**Fortitude DC 16** negates) and the flames are dispelled. The save DC is Charisma-based.

Plasma Form (Ex) Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or

else it takes 5 points of damage. Anyone attacking the wyrd must either take a –4 penalty on the attack roll or resolve the attack against whatever the wyrd is attached to as well.

Creatures near it find their hair standing on end and their bodies crawling with harmless but unnerving sparks. Those who have "conversed" with a comozant using illuminating flames say it uses pure emotion and image as concept and word—a mixture of knowledge and ignorance.

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KELIZAR CR 11

Male adult brine dragon (Bestiary 2 94)
LN Large dragon (extraplanar, water)

TACTICS

During Combat If someone is foolish enough to attack Kelizar, he activates his frightful presence to demonstrate how impossible it is for the PCs to defeat him. He then asks the PCs to yield, and accepts any serious attempt to cease hostilities. If a fight continues past this point, he uses his breath weapon and fights normally.

Morale If the PCs reduce Kelizar to 45 or fewer hit points, he retreats and attacks the ship again when he's fully healed.

Init +4; Senses dragon senses; **Perception +20**
Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)
hp 147 >45 then retreat anheal and attack (14d12+56)

Fort +13, Ref +11, Will +12

DR 5/magic; Immune acid, paralysis, sleep; **SR 22**

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee **bite +23 (2d6+15)**,

2 claws +23 (1d8+10),

tail slap +18 (1d8+15), **2 wings +18 (1d6+5)**

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks

breath weapon (80-ft. line, 12d6 acid, DC 21)

SPELL-LIKE (CL 14TH; CONC+17)

At will—*control water, obscuring mist, speak with animals* (fish only), *water breathing*

SPELLS (CL7TH; CONC +10)

3rd (5/day)—*aqueous orb* (DC 16),

sleet storm (DC 16)

2nd (7/day)—*alter self, invisibility,*

slipstream

1st (7/day)—*color spray* (DC 14), *feather fall, flare burst* (DC 14), *ray of enfeeblement* (DC 14), *touch of the sea*

0 (at will)—*detect magic, detect poison, mage hand, open/close, prestidigitation, read magic, resistance*

STATISTICS

Str 30, Dex 11, Con 19, Int 19, Wis 16, Cha 17

Base Atk +14; **CMB +25; CMD 35 (39 vs. trip)**

Feats Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (swim), Vital Strike

Skills Bluff +20, Diplomacy +20, Fly +11, Heal +20, Knowledge (arcana and nature) +21, Perception +20, Sense Motive +20, Survival +20, Swim +41

Languages Aquan, Common, Draconic, Elven, Halfling

SQ water breathing

hp 147 >45 then retreat anheal and attack

ADAROS (2) CR 5

(Bestiary 3 7)

NE Medium monstrous humanoid (aquatic)

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth.

Init +3; Senses blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; **Perception +8**

DEFENSE

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 30 (4d10+8)

Fort +3, Ref +7, Will +5

OFFENSE

Speed 10 ft., swim 50 ft.

Melee **spear +8 (1d8+4/×3 plus poison)**,

bite +2 (1d6+1)

Ranged **spear +8 (1d8+3/×3 plus poison)**

Special Attacks rain frenzy

STATISTICS

Str 16, Dex 17, Con 14, Int 10, Wis 13, Cha 13

Base Atk +4; **CMB +7; CMD 20**

Feats Deadly Aim, Weapon Focus (spear)

Skills Intimidate +8, Perception +8, Stealth +10, Swim +18

Languages Aquan, Common; speak with sharks
SQ amphibious, poison use

30>8

30>8

TACTICS

During Combat If it isn't raining, each adaro uses all three of its spears, rotating between weapons after each attack to make use of the poison that coats each tip. If it is raining, however, the frenzied adaros ignore strategy and simply charge in, stabbing and biting indiscriminately.

Morale If it's raining, the adaros fight to the death. Otherwise, they retreat if reduced to fewer than 8 hp.

SPECIAL ABILITIES

Poison (Ex) a sticky venom that doesn't wash away in water.

Nettlefin Toxin: Spear—injury; save **Fort DC 15**; frequency 1/minute for 4 minutes; effect **paralyzed for 1 minute; cure 2 consecutive saves.**

Poison Use (Ex) Adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

Rain Frenzy (Su) Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros act as though affected by the rage spell. An adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros).

Speak with Sharks (Su) An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as "come," "defend," or "attack."

Plunder and Peril

GREAT WHITE SHARKS (2)^{CR 4}

(Bestiary 4 241) Shark, Great White
This immense silvery beast is a majestic specimen, its gigantic jaws lined with rows of serrated teeth.

N Huge animal (aquatic)

Init +6; Senses blindsense 30 ft., keen scent, low-light vision; **Perception +11**

DEFENSE

AC 19, touch 10, flat-footed 17

(+2 Dex, +9 natural, -2 size)

hp 42 (5d8+20)

Fort +10, Ref +6, Will +4

OFFENSE

Speed swim 60 ft.

Melee **bite +9 (2d8+10 plus bleed)**

Space 15 ft.; Reach 10 ft.

Special Attacks **bleed (1d6)**

STATISTICS

Str 25, Dex 14, Con 19, Int 1, Wis 16, Cha 4

Base Atk +3; **CMB +12; CMD 24 (can't be tripped)**

Feats Great Fortitude, Improved Initiative, Weapon Focus (bite)

Skills Perception +11, Swim +15

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The great white shark is one of the largest predatory fish in the ocean. Its strength and speed even allow it to leap out of the water to reach prey on land, rafts, or boats.

HALID^{CR 6}

Male human ghost fighter 5 (Bestiary 144)

CE Medium undead

(augmented humanoid, incorporeal)

Init +4; Senses darkvision 60 ft.; **Perception +7**

DEFENSE

AC 17, touch 17, flat-footed 13

(+3 deflection, +4 Dex)

hp 57 (5d10+25)

Fort +7, Ref +5, Will +2 (+1 vs. fear)

Defensive Abilities bravery +1,

channel resistance +4,

incorporeal, rejuvenation; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee **corrupting touch +9**

(5d6, Fort DC 15 half)

Special Attacks **corrupting gaze** (DC 15),

weapon training (light blades +1)

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes **2d10 damage** and **1d4 Charisma damage** (Fortitude save negates Charisma damage but not physical damage).

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TACTICS

During Combat Halid remains floating above his corpse and focuses his **corrupting gaze** on an opponent each round. If the PCs engage him in melee, he uses Combat Expertise to increase his Armor Class and lashes out with his **corrupting touch**.

Morale Halid fights until destroyed. If he is shown the amulet he gave Belina and told she does not return his undeclared love, he is dazed for 1 round. If Halid is destroyed while the amulet is in his line of sight, he is destroyed permanently.

STATISTICS

Str —, Dex 18, Con —, Int 13, Wis 8, Cha 16

Base Atk +5; **CMB +9 (+11 disarm, +11 trip);**

CMD 22 (24 vs. disarm and trip)

Feats Combat Expertise, Improved Disarm, Improved Trip, Iron Will, Power Attack, Toughness, Weapon Finesse

Skills Climb +8, Fly +12, Intimidate +11, Perception +7, Profession (sailor) +7, Stealth +12, Swim +8;

Racial Modifiers +8 Perception, +8 Stealth

Languages Common, Polyglot

SQ armor training 1

SUBMERGING TORRENT HAUNT CR 5

CE persistent haunt
(lower deck of the Saber's Kiss)
Caster Level 5th

Notice **Perception DC 15** to notice faint battle cries and screams from above, and feel the vibration of something very large scrabbling against the hull.

hp 22; Trigger proximity; Reset 1 day

EFFECT

The hull seems to tilt and shake, and the water in the hold roils wildly, increasing the DC of Swim checks to 20. A swirling vortex of water, the equivalent of an *aqueous orb spell* (DC 14), targets a living creature in the hold. Each round, this effect attempts to engulf living creatures in the area. On the third round after the haunt manifests, a ghostly replica of Kelizar's draconic snout appears at the hull breach and breathes a gout of ectoplasmic acid. If Halid is present, this spectral dragon breath strikes Halid and anyone in the line between him and the hull breach. If Halid is not present, it targets a randomly determined living target within the hull of the wreck. This attack functions as a real dragon's breath weapon, but deals only **6d6 points of acid damage (Reflex DC 15 half)**. **Destruction** Defeating Halid's ghost neutralizes the haunt, and putting Halid to rest destroys it.

ARCHELON CR 5

(Bestiary 3 192)
Megafauna, Archelon

The shell of this immense sea turtle easily spans 12 feet in length. Its narrow head ends in a hooked beak.

N Huge animal

Init +5; Senses low-light vision, scent;

Perception +10

DEFENSE

AC 19, touch 9, flat-footed 18
(+10 armor, +1 Dex, -2 size)

hp 59 (7d8+28)

Fort +9, Ref +6, Will +5

OFFENSE

Speed 15 ft., swim 50 ft.

Melee **bite +10 (2d8+9)**

Space 15 ft.; Reach 10 ft.

Special Attacks **capsize (DC 25)**

STATISTICS

Str 22, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Base Atk +5; **CMB +13; CMD 24 (28 vs. trip)**

Feats Improved Initiative, Iron Will, Lunge,
Weapon Focus (bite)

Skills Perception +10, Swim +18

SQ hold breath

Plunder and Peril

SEA CATS (2) CR 4

(Bestiary 4 233)

This fierce creature merges the front half of a great cat with the tail and other characteristics of a giant fish.

N Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; **Perception +10**

DEFENSE

AC 18, touch 10, flat-footed 17

(+1 Dex, +8 natural, -1 size)

hp 45 (6d10+12)

Fort +7, Ref +6, Will +5

OFFENSE

Speed 10 ft., swim 40 ft.

Melee **bite +8 (1d8+3)**, **2 claws +9 (1d4+3)**

Space 10 ft.; Reach 5 ft.

Special Attacks **rend (2 claws, 1d4+4)**

STATISTICS

Str 19, Dex 12, Con 15, Int 2, Wis 13, Cha 10

Base Atk +6; **CMB +10; CMD 21 (can't be tripped)**

Feats Iron Will, Skill Focus (Perception), Weapon Focus (claw)

Skills Perception +10, Swim +17

SQ hold breath

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HIPPOCAMPUS CR 1

(Bestiary 2 155)

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

N Large magical beast (aquatic)

Init -1; Senses darkvision 60 ft., low-light vision, scent; **Perception +6**

DEFENSE

AC 12, touch 8, flat-footed 12

(-1 Dex, +4 natural, -1 size)

hp 15 (2d10+4)

Fort +5, Ref +2, Will +1

OFFENSE

Speed 5 ft., swim 60 ft.

Melee **bite +4 (1d4+3)**, **tail slap -1 (1d4+1)**

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11

Base Atk +2; **CMB +6; CMD 15**

Feats Endurance

Skills Perception +6, Swim +11

SQ water dependency

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SPECIAL ABILITIES

Water Dependency (Ex) A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.

Plunder and Peril

LIZARDFOLK VANGUARD (4) CR 2

(Monster Codex 142)
Lizardfolk barbarian 1
CN Medium humanoid (reptilian)

Init +2; Senses **Perception +6**

DEFENSE

AC 17, touch 10, flat-footed 15
(+2 armor, +2 Dex, +5 natural, -2 rage)
hp 33 (3 HD; 2d8+1d12+12)
Fort +9, Ref +2, Will +3

OFFENSE

Speed 40 ft., swim 15 ft.
Melee **mwk morningstar +8 (1d8+5)**,
bite +5 (1d6+2) or
2 claws +7 (1d4+5), bite +5 (1d6+2)
Ranged **javelin +4 (1d6+5)**
Special Attacks **rage** (6 rounds/day)

TACTICS

During Combat Lizardfolk vanguards use shock tactics to eliminate the most threatening opponents first.

33 > 10 **33 > 10**

33 > 10 **33 > 10**

Base Statistics When he's not raging, the vanguard's statistics are AC 19, touch 12, flat-footed 17; hp 27; Fort +7, Will +1; Melee mwk morningstar +6 (1d8+3), bite +3 (1d6+1) or claw +5 (1d4+3), bite +3 (1d6+1); Str 17, Con 15; CMB +5;

Skills Swim +16.

STATISTICS

Str 21, Dex 14, Con 19, Int 9, Wis 12, Cha 8
Base Atk +2; **CMB +7; CMD 17**

Feats Multiattack, Power Attack

Skills Acrobatics +10 (+14 when jumping), Perception +6, Survival +5, Swim +18

Languages Draconic

SQ fast movement, hold breath

Combat Gear *potion of cure moderate wounds*;

Other Gear mwk leather armor, mwk morningstar, javelins (4), 8 gp

Speed 30 ft., climb 15 ft.

TACTICS

During Combat Once the lizardfolk decide to attack, they rush the biggest or most heavily armored foe. If another opponent proves particularly effective, one lizardfolk moves to attack that foe.

Morale The lizardfolk are unwilling to risk leading foes back to their village, and will fight to the death rather than do so if they think they're being tracked. Otherwise, they are willing to surrender if reduced to 10 or fewer hit points.

KECHES (2) CR 3

(Bestiary 3 167)
This hairless simian's leathery skin has a camouflage pattern to it that shifts and changes as the creature moves.

NE Medium monstrous humanoid
Init +2; Senses darkvision 60 ft., low-light vision;
Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)
hp 26 > 10 (4d10+4)
Fort +2, Ref +6, Will +5

OFFENSE

Speed 40 ft., climb 20 ft.
Melee **bite +5 (1d6+1), 2 claws +5 (1d4+1)**
Ranged **longbow +6 (1d8/×3)**
Special Attacks **rend (2 claws 1d4 +1)**

SPELL-LIKE (CL 4TH; CONC +4)

Constant—*pass without trace*

hp 26 > 10 **hp 26 > 10**

STATISTICS

Str 13, Dex 15, Con 12, Int 10, Wis 12, Cha 11
Base Atk +4; **CMB +5; CMD 18**

Feats Dodge, Mobility

Skills Acrobatics +6 (+10 when jumping), Climb +16, Perception +10, Stealth +13 (+19 in forests and jungles); Racial Modifiers +2 Perception, +4 Stealth (+10 in forests and jungles)

Languages Kech

TACTICS

Before Combat The keches prefer to attack prey from advantageous positions. They often crouch on stable branches in the canopy 50 to 80 feet off the ground, in an area with only light undergrowth at ground level. This grants the keches cover and concealment against attacks made from the ground while allowing their prey only the normal concealment of jungle undergrowth. See Forest Terrain on page 425 of the Core Rulebook for more information on forest and jungle terrain.

During Combat The keches attempt gain high ground in trees if they don't already have it. They use ranged attacks as much as possible, hurling rash pods (see the Rash Pods sidebar) at anyone who shows signs of being able to make ranged attacks and shooting other targets with their longbows.

Morale A kech flees if reduced to fewer than 10 hit points.

Gear longbow with 20 arrows, rash pods (3)

Plunder and Peril

MUDLORD CR 6

(Bestiary 4 195)

This fluid creature's roughly humanoid form is composed entirely of thick gobbets of soggy, brown mud.

N Medium outsider (earth, elemental, water)

Init +7; Senses darkvision 60 ft., tremorsense 30 ft.; **Perception +13**

DEFENSE

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 67 (9d10+18)

Fort +8, Ref +9, Will +4

Defensive Abilities amorphous, **DR 10/magic**;

Immune elemental traits; **SR 17**

Weaknesses vulnerable to magic

OFFENSE

Speed 30 ft., swim 40 ft.

Melee **2 slams +13 (2d6+3 plus grab)**

Ranged **mudball +12 touch (blindness)**

Special Attacks **engulf (DC 17, 1d6+3 bludgeoning and smother)**, smother

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STATISTICS

Str 17, Dex 16, Con 14, Int 10, Wis 13, Cha 7

Base Atk +9; **CMB +12; CMD 25 (can't be tripped)**

Feats Combat Reflexes, Improved Initiative, Lunge, Skill Focus (Stealth), Weapon Focus (slam)

Skills Acrobatics +15, Climb +9, Escape Artist +15, Intimidate +10, Knowledge (planes) +6, Perception +13, Stealth +18, Swim +17

Languages Terran

SQ compression, freeze (mud puddle)

SPECIAL ABILITIES

Engulf (Su) A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

Mudball (Ex) A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. If it hits, the target is blinded. Each round on its turn, the target can attempt a **DC 16 Reflex** save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action. The save DC is Constitution-based.

Vulnerable to Magic (Ex) A *transmute mud to rock* spell deals **1d6 points of damage** per caster level to any mudlord in the area and automatically **stagger**s it for **2d6 rounds**.

CYCLOPEAN GUARDIANS (2) CR 5

Advanced giant necrophidius

(Bestiary 2 196, 292, 293)

The soft scrape of bone reveals the long, sinuous skeleton of a large snake, its head a humanoid skull with a snake's jaws.

N Medium construct

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +0

DEFENSE

AC 19, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 46 (3d10+20)

Fort +1, Ref +4, Will +1

DR 5/bludgeoning; Immune construct traits

OFFENSE

Speed 30 ft.

Melee **bite +8 (1d8+6 plus paralysis)**

Special Attacks dance of death

STATISTICS

Str 16, Dex 17, Con —, Int —, Wis 11, Cha 1

Base Atk +3; **CMB +10; CMD 21 (can't be tripped)**

Skills Stealth +15; Racial Modifiers +12 Stealth

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SPECIAL ABILITIES

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth as a full-round action. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a **DC 19 Will save** or be **dazed for 2d4 rounds**. This is a mind-affecting effect. The save DC is Constitution-based and includes a +4 racial bonus.

Paralysis (Su) Any living creature that is bitten by a necrophidius must succeed on a **DC 17 Fortitude** save or be **paralyzed for 1d4 rounds**. The save DC is Constitution-based and includes a +2 racial bonus.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules:

+2 on all rolls (including damage rolls) and special ability DCs;

+4 to AC and CMD; +2 hp/HD

Plunder and Peril

KAHOBEAH CR 7

Divine guardian air elemental (Bestiary 4 60, Pathfinder RPG Bestiary 120)

N Large elemental (air, water)

Init +15; Senses **darkvision 60 ft.**, low-light vision; **Perception +11**

DEFENSE

AC 25, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 > 20 (fast healing 5)

Fort +9, Ref +13, Will +4

Defensive Abilities ability healing, air mastery;

DR 5/—; Immune disease, elemental traits, mind-affecting effects

OFFENSE

Speed fly 200 ft. (perfect), swim 200 ft.

Melee **2 slams +14 (1d8+4)**

Space 10 ft.; Reach 10 ft.

Special Attacks **whirlwind (DC 18, 10–40 ft.)**

SPELL-LIKE (CL 8TH; CONC +10)

At will—*dimension door* (within sacred site only)

3/day—*alarm, knock*

1/day—*arcane lock, augury,*

clairaudience/clairvoyance, dismissal, hold portal

hp 68 > 20 (fast healing 5)

TACTICS

During Combat Kahobeah maintains as much altitude as it can between attacks, striking foes using Flyby Attack.

Morale If reduced to fewer than 20 hit points, Kahobeah calls for a truce. Kahobeah tries to convince intruders to leave, even if it must surrender the treasure within the altar in the open chamber (see area K6) to persuade them to leave. However, if trespassers have attempted to desecrate the site or seem interested in restoring it, Kahobeah fights until destroyed.

STATISTICS

Str 18, Dex 25, Con 16, Int 6, Wis 15, Cha 15

Base Atk +8; **CMB +13; CMD 31**

Feats Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Mobility, Weapon FinesseB

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +18, Sense Motive +7, Stealth +11

Languages Auran

SQ blessed life, divine swiftness, sacred site

JENESARA CR 3

Advanced female triton (Bestiary 2 270, 292)

NG Medium outsider (native, water)

This scaly, finned humanoid has an athletic build and blue-green coloration. Its legs end in wide flippers rather than feet.

Triton

Init +0; Senses darkvision 60 ft., low-light vision; **Perception +7**

DEFENSE

AC 18, touch 10, flat-footed 14 (+4 natural)

hp 25 > 10 (3d10+3)

Fort +4, Ref +1, Will +4

OFFENSE

Speed 5 ft., swim 40 ft.

Melee **mwk lance +7 (1d8+4/×3)**

Ranged **heavy crossbow +5 (1d10+2/19–20)**

hp 25 > 10

TACTICS

During Combat Jenesara uses Ride-By Attack to strike at foes while avoiding their attacks. She summons a Small water elemental to flank with herself or her allies.

Morale If reduced to 10 or fewer hit points, Jenesara attempts to retreat far enough back that Thalesia doesn't target her. She does not flee the battle entirely, and risks herself in combat if her allies need help.

SPELL-LIKE (CL 7TH; CONC +7)

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

STATISTICS

Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11

Base Atk +3; **CMB +8; CMD 18**

Feats Mounted Combat, Ride-By Attack

Skills Handle Animal +8 (instead of Craft), Diplomacy +6, Perception +7, Ride +6, Sense Motive +7, Stealth +6, Survival +7, Swim +9
Languages Aquan, Common

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules:

+2 on all rolls (including damage rolls) and special ability DCs;

+4 to AC and CMD; +2 hp/HD

Plunder and Peril

HIPPOCAMPUS MOUNT CR 2

Advanced hippocampus (Bestiary 2 155, 292)
This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

N Large magical beast (aquatic)

Init -1; Senses darkvision 60 ft., low-light vision, scent; **Perception** +6

DEFENSE

AC 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)

hp 19 (2d10+4)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 5 ft., swim 60 ft.

Melee **bite** +4 (1d4+3), **tail slap** -1 (1d4+1)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11

Base Atk +2; **CMB** +6; **CMD** 15

Feats Endurance

Skills Perception +6, Swim +11

SQ water dependency

hp 19

SPECIAL ABILITIES

Water Dependency (Ex) A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.

LOUDWING CR 1/6

RAVEN

N Tiny animal

Init +2; Senses low-light vision; **Perception** +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee **bite** +4 (1d3-4)

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

STATISTICS

Str 2, Dex 15, Con 8, Int 2, Wis 15, Cha 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +3

Plunder and Peril

THALESSIA CR 7

Female oceanid (Bestiary 4 208)

This beautiful woman is clad only in sea foam and her long, white hair, which cascades over her body.

CN Medium fey (water)

Init +8: Senses darkvision 120 ft., low-light vision, tremorsense 30 ft. (in water only); **Perception +16**

DEFENSE

AC 21, touch 15, flat-footed 16

(+4 Dex, +1 dodge, +6 natural)

hp 76 (9d6+45);

fast healing 10 (in salt water only)

Fort +8, Ref +10, Will +10

DR 10/cold iron; Immune acid; Resist cold 30

Weaknesses vulnerable to fire, water dependency, water magic

OFFENSE

Speed 20 ft., swim 80 ft.

Melee **slam +6 (1d4+3)**

Ranged **waterspout +8 (7d6)**

Special Attacks water telekinesis

hp 76 (9d6+45);

fast healing 10 (in salt water only)

SPELL-LIKE (CL 9TH; CONC+14)

Constant—*Speak with animals* (sea creatures only)

At will—*control water, create water,*

purify food and drink (water only),

water breathing (up to 9 creatures at a time)

3/day—*control winds,*

summon nature's ally V (sea creatures or water elementals only)

1/day—*control weather*

STATISTICS

Str 14, Dex 19, Con 20, Int 14, Wis 19, Cha 21

Base Atk +4; **CMB +6; CMD 26**

Feats Combat Casting, Defensive Combat

Training, Dodge, Improved Initiative, Mobility

Skills Diplomacy +17, Handle Animal +14,

Intimidate +14, Knowledge (nature) +14,

Perception +16, Sense Motive +16, Stealth +16,

Swim +22

Languages Aquan, Common, Sylvan; speak with

animals (sea creatures only)

SQ waveglide

SPECIAL ABILITIES

Water Magic (Su) An oceanid can use her spell-like abilities only when she is in the ocean or within 1 mile of the ocean.

Water Telekinesis (Su) When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the telekinesis spell (caster level 9th, combat maneuver bonus +14), including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a **ranged attack** that deals **7d6 points of bludgeoning** damage.

Waveglide (Su) An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a **DC 19 Will** saving throw. The save DC is Charisma-based.

Water Dependency (Ex) An oceanid can survive out of the water for 1 hour per point of Constitution. After this limit, she takes 1 point of Constitution damage each hour until immersed in salt water.

FIERY EYE TRAP^{CR 4}

Type magic;
Perception DC 20;
Disable Device 20

EFFECTS

Trigger proximity (alarm);
Reset automatic (1 minute)
Effect spell effect
(**scorching ray, +10 ranged touch attack,**
two targets within 30 feet of each other,
4d6 fire damage)

DAMAGED GHOLDAKO^{CR 7}

A single milky eye stares from the forehead of this towering giant wrapped in filthy, rune-covered strips of bloody linen.

NE Large undead (giant) (Bestiary 4 125)
Init +0; Senses **darkvision 60 ft.**, low-light vision;
Perception +19

DEFENSE

AC 20, touch 9, flat-footed 25
(+2 insight, +9 natural, -1 size)
hp 85 out of 127 (15d8+60)
Fort +9, Ref +5, Will +10
Defensive Abilities; **channel resistance +3; DR 5/good**; Immune undead traits; Resist cold 10, fire 10

OFFENSE

Speed 30 ft.
Melee **bite +17 (1d8+7), 1 claw +18 (2d8+7/19–20 plus disease)**
Space 10 ft.; Reach 10 ft.
Special Attacks blinding breath, disease

hp 85

Cassock of the Clergy The wearer gains a +3 competence bonus on Charisma-based checks to influence creatures that match her alignment or that of her patron deity. The wearer may use *bless* and *sanctuary* (DC 11) each once per day.

TACTICS

During Combat The damaged gholdako lacks the blinding breath it had when first created. On each round, it attacks the nearest target using **Power Attack**.

Morale The gholdako's only goal is to defend Ghoral-Rey from any intruders. It has enough intelligence to retreat for a few minutes to rally or plan an ambush if it needs to, but if cornered, it fights until destroyed.

STATISTICS

Str 25, Dex 10, Con —, Int 10, Wis 13, Cha 19
Base Atk +11; **CMB +19 (+21 bull rush); CMD 29 (31 vs. bull rush)**

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack, Weapon Focus (claw)
Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +14
Languages Giant

SPECIAL ABILITIES

Disease (Ex) Seaside rot: Injury; save Fort DC 21; onset 1 minute; frequency 1/day; effect 1d4 Str and 1d4 Dex; cure 2 consecutive saves. The save DC is Charisma-based.

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a **DC 21 Fortitude save**. The save DC is Charisma-based.

Gear *cassock of the clergy*UE

Plunder and Peril

STAINED-GLASS GOLEM CR 8

This jagged construct of glass has a human's shape, save that one arm ends in a jagged hammer and another in a spike of glass.

(Bestiary 2 138)

N Large construct

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

Perception +0

DEFENSE

AC 21, touch 8, flat-footed 21

(-1 Dex, +13 natural, -1 size)

hp 96 (12d10+30)

Fort +4, Ref +3, Will +4

Defensive Abilities reflect spells;

DR 5/adamantine; Immune magic, construct traits

OFFENSE

Speed 30 ft.

Melee **2 slams +16 (2d8+5 plus bleed)**

Space 10 ft.; Reach 10 ft.

Special Attacks **bleed (1d8)**, dazzling brightness

STATISTICS

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

Base Atk +12; **CMB +18; CMD 27**

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light **dazzles** any creature within 30 feet that sees it for 1 round (**Fortitude DC 16 negates**). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

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

- A **shatter** spell damages a glass golem as if it were a crystalline creature.
- A **keen edge** spell affects all of a glass golem's slam attacks as if they were slashing weapons.
- A magical attack that deals **cold** damage slows a glass golem (as the slow spell) for 3 rounds (no saving throw).
- A magical attack that deals **fire** damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. It gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a spell turning spell.

Skills This is a stained-glass variant and has a +8 racial bonus on Stealth checks if the **continual flame** spell cast on it is suppressed.

Gear *evincing crystal* (as lens of detection but it's a slotless item that must be held to function, not an eye slot item). **hp 96**

CENTIPEDE SWARM CR 4

hp 96 (Bestiary 43)

Centipede Swarm

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

N Diminutive vermin (swarm)

Init +4; Senses darkvision 60 ft.,

tremorsense 30 ft.; **Perception +4**

DEFENSE

AC 18, touch 18, flat-footed 14

(+4 Dex, +4 size)

hp 31 (9d8-9)

Fort +5, Ref +7, Will +3

Defensive Abilities swarm traits,

Immune weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee **swarm (2d6 plus poison)**

Space 10 ft.; Reach 0 ft.

Special Attacks **distraction (DC 13)**, poison

STATISTICS

Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Base Atk +6; **CMB —; CMD —**

Feats Weapon FinesseB

Skills Climb +12, Perception +4; Racial Modifiers +4 Perception

96? or 31

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save **Fort DC 13**;

frequency 1/round for 6 rounds;

effect **1d4 Dex damage**; cure 1 save.

The save DC is Constitution-based and includes a +2 racial bonus.

Plunder and Peril

BLOOD SACRIFICE CR 6

LE haunt (40-ft.-by-30-ft. platform from the lower stair to the southern wall)

Caster Level 6th

Notice **Perception DC 20 (to hear low chanting)**
hp 12; trigger proximity; reset 1 day

EFFECT

Each creature in the location is affected by a *dominate monster* spell (**DC 17**) urging it to take part in the blood rite. Any creature that fails its save immediately climbs onto the altar, where the **ancient torture tools animate and attack**. The tools attack each round, targeting only creatures on the altar that have failed their saves; they make a single attack with a **+10 bonus** against each affected creature and deal **1d10 points of damage** on a hit. Affected creatures receive a new saving throw each round to end the effect. Once any creature is killed (resulting in its entrails being removed) or 9 rounds pass, the chanting fades away and the affected creatures come to their senses.

DESTRUCTION

If all six tools on the altar are destroyed, the haunt is also destroyed. Each tool has hardness 10 and 15 hit points. When animated, the tools have an AC of 10.

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INCUTILISES (4) CR 2

(Bestiary 4 157)

LE Tiny aberration (aquatic)

This strange nautilus drags itself forward on oversized tentacles, its crimson-streaked flesh textured like the surface a brain.

Init +6; Senses darkvision 60 ft.; **Perception +8**

DEFENSE

AC 17, touch 14, flat-footed 15

(+2 Dex, +3 natural, +2 size)

hp 18 (4d8)

Fort +1, Ref +3, Will +5

OFFENSE

Speed 5 ft., climb 5 ft., swim 60 ft.

Melee **2 tentacles +2 (1d4+2 plus grab)**

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

Special Attacks **puppetmaster**

STATISTICS

Str 15, Dex 15, Con 11, Int 12, Wis 13, Cha 8

Base Atk +3; **CMB +3 (+7 grapple)**;

CMD 15 (can't be tripped)

Feats Improved Initiative, Step Up

Skills Bluff +3, Climb +10, Disguise +3,

Perception +8, Stealth +17, Swim +17

Languages Aklo, Aquan; telepathy 30 ft.

SQ amphibious

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Morale: If the incutilises are driven back and their zombies slain, the aberrations attempt to climb the walls and move out of reach, escaping across the ceiling to the water and seeking out new hosts.

SPECIAL ABILITIES

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any **attack that deals damage to the zombie also deals 1 point of damage to the incutilis**, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie.

A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

Plunder and Peril

HUMAN ZOMBIES (4) CR 1/2

(Bestiary 288)

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

NE Medium undead

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

DEFENSE

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

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft.

Melee **slam +4 (1d6+4)**

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; **CMB +4; CMD 14**

Feats ToughnessB

Special Qualities staggered

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Black Coral OTYUGHS (2) CR 4

(Bestiary 223)

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides. It is covered in black coral.

N Large aberration

Init +0; Senses darkvision 60 ft., scent;

Perception +9

DEFENSE

AC 21, touch 9, flat-footed 20

(+12 natural, -1 size)

hp 39 (6d8+12)

Fort +3, Ref +2, Will +6

Immune disease

OFFENSE

Speed 20 ft.

Melee **bite +7 (1d8+4 plus disease), 2**

tentacles +3 (1d6+2 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks **constrict (tentacle, 1d6+2)**

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STATISTICS

Str 18, Dex 10, Con 13, Int 5, Wis 13, Cha 6

Base Atk +4; **CMB +9 (+13 grapple); CMD 19 (21 vs. trip)**

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair);

Racial Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; save

Fortitude DC 14; onset 1d3 days;

frequency 1/day;

effect 1d3 Dex damage and 1d3 Con damage;

cure 2 consecutive saves. The save DC is

Constitution-based.

Plunder and Peril

AHUIZOTL CR 6

(Bestiary 3 10)

NE Large magical beast (aquatic)

This bear-sized beast has a body like a squat simian, a dog's face, and a long tail that ends in a clawed hand.

Init +7; Senses darkvision 60 ft., low-light vision;
Perception +2

DEFENSE

AC 19, touch 12, flat-footed 16

(+3 Dex, +7 natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +9, Will +4

OFFENSE

Speed 30 ft., swim 50 ft.

Melee **bite +12 (2d6+5)**,

claw +12 (1d8+5/19-20 plus grab)

Space 10 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks **rake (2 claws +12, 1d4+12)**

STATISTICS

Str 20, Dex 17, Con 17, Int 9, Wis 14, Cha 16

Base Atk +8; **CMB +14 (+18 grapple)**;

CMD 27 (31 vs. trip)

Feats Blinding CriticalB, Combat Reflexes, Improved Critical (claw)B, Improved Initiative, Skill Focus (Stealth), Stand Still

Skills Bluff +9, Stealth +9, Swim +20; Racial Modifiers +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

SPECIAL ABILITIES

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a **Bluff check** opposed by its listener's **Sense Motive check**. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

During Combat: If mimicking Lanteri's voice fails and the PCs won't bargain, the ahuizotl attacks the nearest target through the bars. Being Large, it cannot pass through the bars or bite, but its clawed tail (which has reach) can attack through them. Medium creatures can pass through the bars by squeezing, and Small or smaller creatures can move between them without difficulty. If the ahuizotl manages to grab a creature, it draws the victim through the bars. If the creature is Medium, this requires the ahuizotl to attempt a combat maneuver check with a -5 penalty as an additional standard action to squeeze the target through the tight gap. If it manages to drag a target into its cell, the ahuizotl retreats from the door, hoping that its victim's allies will smash down the door to rescue its captive.

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CALCIFIED CAPTAIN JEMMA REDCLAW CR 6

Female calcified human fighter 6 (see page 61)

Init +4; Senses

Perception +1 (darkvision 60 ft.)

DEFENSE

AC 15, touch 15, flat-footed 10

(+4 Dex, +4 natural armor, +1 dodge)

hp 50 (6d10+18)

Fort +7, Ref +6, Will +3 (+2 vs. fear)

Immune mind-affecting effect

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee **+1 cold iron scimitar +10/+5**

(1d6+5/18-20),

clockwork arm +2 (1d6+1)

STATISTICS

Str 13, Dex 18, Con 14, Int —, Wis

Feats Cleave, Cleaving Finish, Dodge, Power Attack, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +8, Climb +8, Swim +8

Languages Common

Gear +1 cold iron scimitar, 150 gp

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TACTICS

During Combat Orsilir uses Redclaw to ensure no one flanks him, and otherwise sends her after the strongest-looking foe.

Morale Redclaw no longer has any will of her own. Orsilir has her fight until destroyed.

JASPIN “HEARTBREAK”

HINSIN CR 4

Male human bard (sea singer) 5 (Advanced Player’s Guide 84)

CN Medium humanoid (human)

Init +6; Senses **Perception +8**

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 36 (5d8+5) currently 0

Fort +3, Ref +7, Will +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee **mwk rapier +6 (1d6/18–20)**

Ranged **light crossbow +5 (1d8/19–20)**

Special Attacks bardic performance 15 rounds/day (distraction, fascinate, inspire competence +2, inspire courage +2, sea shanty, still water)

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BARD SPELLS (CL 5TH; CONC +8)

2nd (3/day)—*enthrall* (DC 15),

glitterdust (DC 15; ×2)

1st (5/day)—*animate rope*, *charm person* (DC 14),

cure light wounds, *vanish*APG 0

(at will)—*detect magic*, *know direction*, *light*,

mending, *prestidigitation* (DC 13),

summon instrument

STATISTICS

Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 16

Base Atk +3; **CMB +3 (+7 disarm)**;

CMD 15 (17 vs. disarm)

Feats Combat Expertise, Improved Disarm,

Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Climb +6,

Diplomacy +11, Knowledge (geography) +9,

Knowledge (local) +9, Perception +8, Perform

(wind) +11, Profession (sailor) +8, Sense Motive

+8, Swim +5

Languages Common, Elven

SQ bardic knowledge +2, lore master 1/day,

versatile performance (wind instrument)

Combat Gear tanglefoot bag;

Other Gear +1 chain shirt, light crossbow with 20

arrows, mwk rapier, cloak of resistance +1, swan

boat feather token, antitoxin, flute, sunrod (2),

34 gp

VANCID CREED CR 6

Male human alchemist 7 (APG 26)

LN Medium humanoid

Init +4; Senses **Perception +9**

DEFENSE

AC 21, touch 14, flat-footed 17

(+5 armor, +4 Dex, +2 natural)

hp 72 (7d8+37) currently 56

Fort +8, Ref +10, Will +2; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee **+1 throwing axe +8 (1d6+2)**

Ranged **+1 throwing axe +11 (1d6+2),**

bomb +9 (4d6+3 fire)

Special Attacks bomb 10/day (**4d6+3 fire and**

catch fire, DC 16, 10-ft. radius)

ALCHEMIST EXTRACTS (CL 7TH)

3rd—*haste*, *water breathing*

2nd—*ablative barrier*UC,

cure moderate wounds,

invisibility,

protection from arrows

1st—*bomber’s eye*APG,

comprehend languages, *jump*,

*touch of the sea*APG, *true strike*

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TACTICS

Before Combat If Creed senses that combat is about to begin (or on the first round of combat if surprised), he imbibes his mutagen. This is already factored into his statistics. If he detects the PCs before they get too close, he drinks his *haste* elixir and unleashes his bombs. When combat begins, assume that Vancid Creed has 10 minutes left on the use of his mutagen and **6 bombs remaining**.

STATISTICS

Str 12, Dex 18, Con 14, Int 17, Wis 8, Cha 8

Base Atk +5; **CMB +6; CMD 20**

Feats Exotic Weapon Proficiency (ballistae), Martial

Weapon Proficiency (throwing axe), Point-Blank

Shot, Precise Shot, Quick Draw, Throw Anything,

Toughness, Weapon Focus (throwing axe)

Skills Craft (alchemy) +13, Disable Device +13,

Knowledge (arcana) +13, Knowledge

(engineering) +6, Linguistics +4, Perception +9,

Spellcraft +11, Swim +5, Use Magic Device +9

Languages Common,

Draconic, Osiriani, Polyglot

SQ alchemy (alchemy crafting +7, identify potions),

discoveries (concussive bomb [4d4+3 sonic plus

deafness], dispelling bomb, explosive bomb),

mutagen (+4 Dex/–2 Wis, +2 natural, 70 minutes),

poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure moderate wounds*,

wand of cure light wounds (50 charges),

tanglefoot bag, thunderstones (2);

Other Gear +1 chain shirt, +1 throwing axes (2),

cloak of resistance +1, 16 gp

CAPTAIN VAROSSA

LANTERI CR 7

Female human rogue 8
N Medium humanoid (human)
Init +4; Senses **Perception +11**

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 63 > 10 (8d8+24)

Fort +5, Ref +11, Will +3

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee **mwk rapier +12/+7 (1d6/18–20)**

Ranged **pistol +10 (1d8/x4)**

Special Attacks **grit (2 points, gunslinger's dodge), sneak attack +4d6**

SPELL-LIKE (CL 8TH, CONC +10)

3/day—*light*

2/day—*vanish*

hp 63 > 10

TACTICS

During Combat Captain Lanteri makes a show of using her pistol, targeting close or obviously unprepared foes. In the thick of battle, she uses *vanish* to help her **sneak attack** spellcasters or leaders.

Morale Being particularly stubborn, Captain Lanteri won't surrender unless she's reduced to 10 or fewer hit points.

STATISTICS

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

Base Atk +6; **CMB +10; CMD 21**

Feats Agile Maneuvers, Amateur GunslingerUC, Combat Expertise, Exotic Weapon Proficiency (firearms)UC, Improved Feint, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +12, Climb +7, Diplomacy +11, Disable Device +17, Intimidate +11, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +9, Linguistics +6, Perception +11, Profession (Sailor) +8, Sense Motive +9, Stealth +13, Swim +6

Languages Common, Polyglot

SQ rogue talents (finesse rogue, major magic, minor magic, weapon training), trapfinding +4

Combat Gear *potion of cure moderate wounds*;

Other Gear chain shirt, mwk rapier, pistol with 20

bullets, *belt of incredible dexterity +2*,

cloak of resistance +1,

ring of protection +1, 75 gp

MAGPIE PRINCESS PIRATE CR 1

Human warrior 3
N Medium humanoid (human)
Init +6; Senses **Perception +2**

DEFENSE

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

hp 16 (3d10)

Fort +3, Ref +3, Will +0

OFFENSE

Speed 30 ft.

Melee **cutlass +4 (1d6+1/18–20)** or

club +4 (1d6+1) or

dagger +4 (1d4+1/19–20)

Ranged **dagger +5 (1d4+1/19–20)**

STATISTICS

Str 13, Dex 14, Con 10, Int 11, Wis 8, Cha 9

Base Atk +3; **CMB +4; CMD 16**

Feats Athletic, Improved Initiative, Skill Focus (Profession [sailor])

Skills Climb +9, Perception +2, Profession (sailor) +8, Swim +9

Languages Common

Combat Gear *potion of cure light wounds*;

Other Gear leather armor, club, cutlass, dagger, 720 gp

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Plunder and Peril

CALCIFIED CAPTAIN VAROSSA LANTERI CR 8

Female calcified human rogue 8
N Medium humanoid (human)

Init +4; Senses **Perception +11**

DEFENSE

AC 23, touch 15, flat-footed 15
(+4 armor, +4 natural, +1 deflection, +4 Dex)
hp 79 (8d8+40)

Fort +7, Ref +11, Will +3

Immune mind-affecting effects
Defensive Abilities evasion, improved uncanny
dodge, trap sense +2

OFFENSE

Speed 30 ft.
Melee **mwk rapier +12/+7 (1d6+2/18–20)**

Ranged **pistol +10 (1d8/x4)**

Special Attacks **sneak attack +4d6**,

grit (2 points,
Gunslinger's DodgeUC)

SPELL-LIKE (CL 8TH, CONC +10)

3/day—*light*

2/day—*vanish*

hp 79

STATISTICS

Str 14, Dex 18, Con 18, Int 14, Wis 10, Cha 12
Base Atk +6; **CMB +12; CMD 23**

Feats Agile Maneuvers, Amateur GunslingerUC,
Combat Expertise, Exotic Weapon Proficiency
(firearmsUC), Improved Feint, Weapon Finesse,
Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +12, Climb +9,
Perception +11, Profession (Sailor) +8, Stealth
+13 (+17 in dim or no light), Swim +8; Racial
Modifiers +4 to Stealth in dim or no light.
Languages Common, Polyglot
SQ rogue talents (finesse rogue, major magic,
minor magic, weapon training), trapfinding +4

Combat Gear *potion of cure moderate wounds*;
Other Gear chain shirt, mwk rapier, pistol with 20
bullets, *belt of incredible dexterity +2*,
cloak of resistance +1,
ring of protection +1, 75 gp

INFLUENCING THE CREW

Named Crew	Total Crew	Friendly or Helpful Influenced Reaction
1–2	5–10	Majority resist the PCs. Eight pirates defend the ship (CR 7).
3–4	15–20	Many resist the PCs. Six pirates defend the ship (CR 6).
5–6	25–30	Few resist the PCs. Four pirates defend the ship (CR 5).
7–8	35–40	The crew sides with the PCs. No encounter (grant the PCs a 3,200 XP story award).

Any PC who manages to adjust the attitude of one of these eight NPCs to friendly or helpful also gains the support of five unnamed crew members. Thus, turning all eight of these characters friendly or helpful can make the entire 40-member crew helpful.

The PCs can gain a +2 bonus on any of these skill checks by giving the NPC a gift he or she might favor (as noted below in the NPC's description).

Participating in any of the Encounters with the Crew events (see page 55) can also give the PCs opportunities to win favor among their fellows.

INCUTILIS LORD CR 8

A curved shell protects an unsightly mass of barbed tentacles, ringed by numerous inhuman eyes.

NE Large aberration (aquatic)

Init +3; Senses all-around vision,
darkvision 60 ft.; **Perception +20**

DEFENSE

AC 22, touch 12, flat-footed 19;
(+3 Dex, +10 natural, -1 size)

hp 104 (11d8+55)

Fort +9, Ref +6, Will +12

Immune disease, mind-affecting effects, poison;
Resist cold 10, electricity 10

OFFENSE

Speed 10 ft., climb 10 ft., jet 120 ft., swim 40 ft.

Melee **4 tentacles +14 (1d6+2 plus calcifying sting)**

Space 10 ft.; Reach 15 ft.

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STATISTICS

Str 20, Dex 17, Con 18, Int 15, Wis 16, Cha 15
Base Atk +8;

CMB +14; CMD 27 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude,
Iron Will, Toughness, Weapon Focus (tentacle)

Skills Climb +18, Intimidate +13,
Knowledge (arcana) +6, Knowledge (local) +6,
Knowledge (nature) +10, Perception +20,
Sense Motive +12, Spellcraft +12, Stealth +11,
Survival +11, Swim +21

Languages Aklo, Aquan, Common;
telepathy (100 ft.)

SQ amphibious, black coral secretion,
calcified minion

SPECIAL ABILITIES

Black Coral Secretion (Ex) An incutilis lord's tentacles generate an oily black residue that quickly hardens into a dense, coral-like substance. A single application covers a 5 foot square and completely hardens in 1 minute, even when exposed to water. This substance is malleable until hardened, allowing an incutilis lord or the lord's minions to shape it into armor, walls, and more. Once calcified, it has a hardness of 4 and 8 hit points per inch of thickness. An incutilis lord can produce one application of black coral per Hit Die each day.

Calcified Minion (Su) A calcifying stinger imparts a strong psychic connection between a calcified target and the incutilis lord who implanted the stinger. Once the target succumbs to the incutilis lord's will (see the calcifying sting ability, below), the target's whole body is infused with new secretions that allow the incutilis lord to dictate the target's actions and restore any Dexterity lost to the calcifying sting, as the secretions assist the minion's movement rather than hindering it. The incutilis lord can control a number of minions equal to its Charisma modifier as a free action. If it attempts to control a new minion in excess of this limit, it must first release one of its current calcified minions; see the calcifying sting ability, below. The minions have no will of their own but retain a small portion of their identity, giving the incutilis lord access to their feats, physical skills, extraordinary abilities, spell-like abilities, and supernatural abilities. A calcified creature moves under the direct control of its incutilis lord until the stinger is removed from its body. While under the incutilis lord's control, a calcified minion takes its own normal actions each round, as directed by its controller. **A minion can survive this process for a number of days equal to its Constitution score.** After that, the calcified minion dies, though its body retains a semblance of life. The dead minion is treated as a living creature and can be controlled in the same fashion as before until the calcifying stinger is removed or the incutilis lord dies.

Calcifying Sting (Su) The tentacles of an incutilis lord inject a painful stinger that constantly generates a black coral secretion. A creature stung by an incutilis lord must attempt a **DC 19 Fortitude** saving throw at the beginning of every turn until the stinger is removed. Each time it fails this save, the creature takes an additional **1d6 points of damage and 2 points of Dexterity drain**. If this causes the creature to reach 0 or fewer hit points or a Dexterity score of 0, it loses all will of its own and immediately comes under the control of the incutilis lord (see the calcified minion ability, above). As a swift action, the incutilis lord can psychically command one of its stingers to remove itself from a stung creature, releasing its control over that creature. Another creature can forcefully remove a stinger from a willing or unconscious target by a succeeding at a **DC 19 Heal check**. Regardless of whether this Heal check succeeds or fails, attempting to remove the stinger **deals 1d8 points of damage** to the target. If the stinger is removed or the incutilis lord dies, the fluid seeps out of the controlled creature's wounds and the creature is released from the incutilis lord's control—though the creature may be dead by that time. The save DC is Constitution-based.

Anatoly (N male half-orc): Anatoly refuses to talk about the circumstances under which he fled his homeland of Brevoy. He has a booming laugh and ribald sense of humor. Job: Rigger. Starting Attitude: Indifferent. **Gesture of** *whiskey, fantastic jokes (Perform [comedy] DC 25).*

Belina (NG female half-elf): Belina loves the stars and tales of faraway places. Job: Navigator. Starting Attitude: Indifferent. **Gesture of** *Astrological charts, navigational tools, maps, tales of distant lands (Knowledge [geography] DC 25).*

Cobb (NE male human): A Galtan man who constantly chews a pipe and spits. Cobb is an adequate cook but hates seafood. Job: Cook. Starting Attitude: Unfriendly. **Gesture of** *Rare steaks, spices, examples of cooking prowess (Profession [cook] DC 25).*

Doc Imogene (N female halfling): Bespectacled and well educated, Doc Imogene loves books—particularly because they can't get sick. Job: Surgeon. Starting Attitude: Indifferent. **Gesture of** *Friendship: Antitoxin, surgeon's tools, books, assisting her with the wounded by succeeding at a DC 20 Heal check (when the situation arises).*

Horemheb (N male human): A well-built Osirian with an immaculately kept beard, Horemheb expresses absolutely no sense of humor. Job: Master-at-arms and first mate, in command when Captain Lanteri is away. Starting Attitude: Unfriendly. **Gesture of** *Friendship: Gifts don't impress Horemheb, but a successful DC 30 Perform check cracks his infamously aloof demeanor.*

Lulia Antoninia (NE female human): Raven-haired and foul-tempered, Lulia claims noble Chelish heritage but bears tattoos from Geb. Job: Quartermaster. Starting Attitude: Unfriendly. **Gesture of** *Friendship: Chelish wine, trophies taken from enemies, stories of aristocratic indiscretion (Knowledge [nobility] DC 25).*

Xosrov (CN male half-elf): This half-Keleshite, half-elfen man wears his hair in dreadlocks and loves games of chance. Job: Lookout (scout on land). Starting Attitude: Indifferent. **Gesture of** *Friendship: Masterwork dice, spyglass, losing more than 50 gp to him in a game of chance or demonstrating exceptionally keen eyesight (Perception DC 25).*

Yamtisy (N female half-orc): Hailing from the Thuvian capital of Merab, Yamtisy spends much of her time sketching ideas for a tattoo of a flame-winged snake that she wants to get. Job: Bosun. Starting Attitude: Unfriendly. **Gesture of** *Friendship: Masterwork artisan's tools, quality ink and parchment, giving her the tattoo she's always wanted (Craft [tattoo] DC 20; failure makes Yamtisy permanently unfriendly).*

Starting Attitude	Diplomacy DC
Hostile	25 + creature's Cha modifier
Unfriendly	20 + creature's Cha modifier
Indifferent	15 + creature's Cha modifier
Friendly	10 + creature's Cha modifier
Helpful	0 + creature's Cha modifier

Any PC who manages to adjust the attitude of one of these eight NPCs to friendly or helpful also gains the support of five unnamed crew members. Thus, turning all eight can make the entire 40-member crew helpful.

The PCs can gain a +2 bonus on any of these skill checks by giving the NPC a gift he or she might favor (as noted below in the NPC's description).

Participating in any of the Encounters with the Crew events (see page 55) can also give the PCs opportunities to win favor among their fellows.

Varossa,

If you're reading this, then I am most likely already winking at Pharama. Never before you did I find my equal in greed and love of the sea, and I don't regret any of the scars you've given me. Since it seems likely I'm a dead man, I bequeath to you the last of my possessions of any worth.

This odd little horn may seem broken and useless, but it's the key to the lost treasure of Jemma Redclaw. For safekeeping, I secured it with the guardian of winds on this isle where I find myself marooned. It's part of a greater instrument. If you desire incredible wealth, retrieve it and then speak with Stormeyes or Harkalm. You'll have to knock some heads to get at the gold, but that's far from new to you.

If I ever loved anyone, you were it.

Warvil

Articles of the Magpie Princess

1. Each member of the Crew shall have equal share of the fresh provisions or strong liquors. It shall be the Ship's Officers' right to ration food, water and grog in times of scarcity or imminent battle.
2. Each member of the crew who takes part in boarding and bloodshed shall have fair share of treasure and booty from prizes taken. If there be dispute over which items shall be taken then they shall go to those best suited to use them. If that be disputed they shall draw lots. Any who cheat shall be marooned.
3. The Ship's Boarders and Repellers shall each receive quarters, grub and grog, and a sixteenth share of Captain Redclaw's Fabled Treasure.
4. Each crew shall keep their equipment, arms and missiles, ready, clean and fit for service.
5. Any who desert their shipmates in battle, shall be punished with death or marooning.
6. No striking one another on board. A man or woman's quarrels shall be ended on shore, at sword or cutlass or weapon of choice to first blood. The Master at Arms shall be referee and judge.
7. Pillage be fine and dandy, but rape shall be punished by keel haulin'. No cavorting with mermaids or mermen.
8. If any crew should lose a limb, or become a cripple in our service, they shall have five hundred Pieces of Eight, out of the ship's combined booty.
9. No punishment shall be meted out except by agreement of the Ship's Officers.
10. The crew shall have right to challenge the Captain by vote if they have a 4 to 1 vote against her. They shall present her with The Black Spot, marked upon a page of a holy book. She shall then have right to speak righteously to them. Then they shall vote again. A second 4 to 1 vote against her shall lead to a new Captain being elected and it shall not be deemed Mutiny.
11. No unguarded flames shall be taken below decks unless englassed in a lantern.
12. We shall be jolly "Free Gentlemen, Ladies and Demihumans of Fortune" and none shall call us pirates.