

Heavy Huldren

Male Human Constable commoner 9

NE Medium humanoid (human)

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

DEFENSE

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

hp 49 (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)

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.

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

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,

TAVERN CHAMPION (2)

Half-orc warrior 5

N Medium humanoid (human, orc)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 37 (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)

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.

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

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

RACERS (1d4+2)

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

TACTICS

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

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)

WERECROCODILE (HYBRID FORM) (2)

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +4

DEFENSE

AC 23, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 30 (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

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.

Treasure: The werecrocodiles each have two bulbs harvested from a seaweed leshy. If a bulb is consumed as a standard action, it grants *water breathing* (as the spell) for 10 minutes. The lycanthropes offer these as bribes to escape if they are prevented from fleeing.

RIVER DRAKE (3)

NE Medium dragon (aquatic, water)

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

TACTICS

Morale The drakes are territorial, and fight to the death

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

Advanced Sea Hag

CE Medium **monstrous humanoid** (aquatic)

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

Aura horrific appearance (60 ft.)

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 46 (4d10+24)

Fort +7, **Ref** +9, **Will** +7 **SR** 15

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +10 (1d6+5)

Special Attacks evil eye

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, and she attacks if stalled for more than 1 minute.

During Combat The sea hag 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.

STATISTICS

Str 23, **Dex** 20, **Con** 22, **Int** 16, **Wis** 17, **Cha** 19

Base Atk +5; **CMB** +10; **CMD** 23

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) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. 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. *Evil Eye Curse: Gaze*—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one 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.

ONWU AZU (4)

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

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.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed, in case of Onwu Azu, Glide.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HYRIX SNOWFEATHER

Male tengu magus 5

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 Prepared (CL 5th; concentration +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

ELLARA AND ELODIN CR 1

Female and male halfling town watchers

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 15 (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 favored enemy (fey +2)

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.

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