

## A.1-2 The Chandlery (low)

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### Rusmonya Kusk

Half-orc barbarian 2

N Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +7

#### DEFENSE

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

**hp** 22 (2d12+4)

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

**Defensive Abilities** orc ferocity, uncanny dodge

#### OFFENSE

Speed 40 ft.

**Melee** club +4 (1d6+3) or

sap +4 (1d6+2 nonlethal)

**Special Attacks** rage (8 rounds/day), rage power (intimidating glare)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**BAB** +2; **CMB** +4; **CMD** 15

**Feats** Improved Initiative

**Skills** Acrobatics +4 (+8 when jumping), Climb +5, Intimidate +6, Perception +7, Sense Motive +4

**Languages** Common, Orc

**SQ** fast movement, orc blood

**Combat Gear** potion of cure light wounds, sneezing powder (3);

**Other Gear** chain shirt, club, sap, signal whistle, keys to A

### Sneezing Powder

Splash weapon: sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make DC 8 Fortitude saves.

Creatures affected by sneezing powder must make a DC 10 Fortitude save every round for the duration or be staggered until their next turn.

### Intimidating Glare

Intimidate as move action while raging vs 10+HD+Wis DC. 1d4 +1/5 by which Rusmonya beat the DC.

### Alarm Bell trap

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** touch (opening the door); **Reset** manual

**Effect** alarm bell audible for half a mile rings for 1 minute.

### The Precursor

N Tiny construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Per.** +0

#### DEFENSE

**AC** 15, **touch** 14, **flat** 13 (+1 armor, +2 Dex, +2 size)

**hp** 16 (3d10)

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

**DR** 5/bludgeoning; **Immune** construct traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** ram +6 (1d3+1)

**Ranged** ballista +7 (1d6)

#### STATISTICS

**Str** 12, **Dex** 15, **Con** –, **Int** 5, **Wis** 10, **Cha** 13

**BAB** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Flyby Attack, Improved Initiative

**Skills** Fly +20

**Languages** Aquan, Common (can't speak any language)

**SQ** shatter spray

#### SPECIAL ABILITIES

**Shatter Spray** (Ex) The first time a ship in a bottle fires its ballista, rams a creature, or is dealt weapon damage, the bottle containing it shatters, spraying glass in a circle around it. All creatures in a 5-foot radius take 1d6 points of piercing damage. A successful DC 12 Reflex save halves this damage.

### 4-player Adjustments

Rusmonya is singing quietly to himself. Reduce the DC of all Bluff, Diplomacy, Intimidate, Sleight of Hand, and Stealth checks made to affect, avoid, or steal from Rusmonya by 2.

The ship (or ships in Subtier 4–5) has already shattered its bottle from an earlier confrontation, removing shatter spray.

## A.1-2 The Chandlery (High)

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### Rusmonya Kusk

Half-orc barbarian 5 N Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +10

#### DEFENSE

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

**hp** 48 (5d12+10)

**Fort** +7, **Ref** +3, **Will** +4

**Defensive Abilities** improved uncanny dodge, orc ferocity

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 heavy mace +9 (1d8+5) or

PA :(2H): +1 heavy mace +9 (1d8+11) or

sap +8 (1d6+3 nonlethal)

PA: sap +6 (1d6+7 nonlethal)

**Special Attacks** rage (14 rounds/day), rage powers (intimidating glare, quick reflexes)

#### STATISTICS

**Str** 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**BAB** +5; **CMB** +8; **CMD** 19

**Feats** Cleave, Improved Initiative, Power Attack

**Skills** Acrobatics +7 (+11 when jumping), Climb +9,

Intimidate +9, Perception +10, Sense Motive +7;

**Languages** Common, Orc

**SQ** fast movement, orc blood

**Combat Gear** feather token (whip), potion of cure serious wounds, sneezing powder;

**Other Gear** chain shirt, +1 heavy mace, sap, cloak of resistance +1, signal whistle, keys for area A

### Sneezing Powder

Splash weapon: sneezing for 1d4+1 rounds. DC 12 fort; adjacent squares DC 8 fort. Creatures affected must make a DC 10 fort every round for the duration or be staggered.

### Quick Reflexes

1 extra AOO/round while raging.

### Intimidating Glare

Move intimidate (10+HD+Wis= DC). 1d4 +1/5 by beat DC.

### Feather Token: Whip

Dancing weapon.

**Melee:** Whip+11 (1d6+1 nonlethal) + Grab (+15)

### Alarm Bell trap

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** touch (opening the door); **Reset** manual

**Effect** alarm bell audible for half a mile rings for 1 minute.

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### The Precursor and the Successor (2)

N Tiny construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Per.** +0

#### DEFENSE

**AC** 15, **touch** 14, **flat** 13 (+1 armor, +2 Dex, +2 size)

**hp** 16 (3d10)

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

**DR** 5/bludgeoning; **Immune** construct traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** ram +6 (1d3+1)

**Ranged** ballista +7 (1d6)

#### STATISTICS

**Str** 12, **Dex** 15, **Con** –, **Int** 5, **Wis** 10, **Cha** 13

**BAB** +3; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Flyby Attack, Improved Initiative

**Skills** Fly +20

**Languages** Aquan, Common (can't speak any language)

**SQ** shatter spray

#### SPECIAL ABILITIES

**Shatter Spray** (Ex) The first time a ship in a bottle fires its ballista, rams a creature, or is dealt weapon damage, the bottle containing it shatters, spraying glass in a circle around it. All creatures in a 5-foot radius take 1d6 points of piercing damage. A successful DC 12 Reflex save halves this damage.

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### 4-player Adjustments

Rusmonya is singing quietly to himself. Reduce the DC of all Bluff, Diplomacy, Intimidate, Sleight of Hand, and Stealth checks made to affect, avoid, or steal from Rusmonya by 2.

The ship (or ships in Subtier 4–5) has already shattered its bottle from an earlier confrontation, removing shatter spray.

## B. St. Lymirin Street Bridge (low)

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### Gayleigh Knar

Female human hunter 1 (Pathfinder RPG Advanced Class Guide 26)

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +5

#### DEFENSE

**AC** 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)

**hp** 11 (1d8+3)

**Fort** +5, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +1 (1d6+1/19-20)

**Ranged** longbow +3 (1d8/×3)

w/Aspect, Rapid & P.B.: 2x longbow +3 (1d8 +1 /×3)

**Hunter Spells Known** (CL 1st; concentration +2)

**1st** (2/day)—produce flame, resist energy, summon nature's ally I

**0** (at will)—flare (DC 11), light, purify food and drink (DC 11), stabilize

#### STATISTICS

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

**BAB** +0; **CMB** +1; **CMD** 14

**Feats** Point-Blank Shot, Rapid Shot

**Skills** Acrobatics +3, Bluff +1, Handle Animal +4, Perception +5, Survival +5, Swim +4

**Languages** Common

**SQ** animal companion (hippopotamus named Hypatria), animal focus (1 minute/day), nature training, wild empathy +1, Combat Gear +1 arrows (4); Other Gear studded leather, longbow with 20 arrows, short sword, helm of Ozem (grants a +1 resistance on saving throws), 95 gp

### Hypatria

Female hippopotamus N Medium animal

**Init** +1; **Senses** low-light vision, scent; **Perception** +1

#### DEFENSE

**AC** 17, **touch** 11, **flat** 16 (+1 Dex, +6 natural)

**hp** 11 (2d8+2) **Fort** +4, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d8+1)

w/aspect: bite +4 (1d8+2)

#### STATISTICS

**Str** 13, **Dex** 12, **Con** 12, **Int** 2, **Wis** 13, **Cha** 5

**BAB** +1; **CMB** +2; **CMD** 13 (17 vs. trip)

**Feats** Weapon Focus (bite)

**Skills** Acrobatics +1 (+5 when jumping), Stealth +5, Swim +5

**SQ** animal focus, tricks (attack, come, defend, down, guard, heel, stay)

#### SPECIAL ABILITIES

**Sweat** (Ex) Doesn't matter here.

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### Carlo, Dalan, Robin (remove 1 in 4-player)

Human fighters 1 NE Medium humanoid (human)

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

#### DEFENSE

**AC** 14, **touch** 11, **flat** 13 (+3 armor, +1 Dex)

**hp** 13 (1d10+3)

**Fort** +5, **Ref** +1, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +3 (1d6+2/18-20) or  
dagger +3 (1d4+2/19-20)

**Ranged** light crossbow +2 (1d8/19-20)

#### STATISTICS

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

**BAB** +1; **CMB** +3 (+5 dirty trick); **CMD** 14 (16 vs. dirty trick)

**Feats** Combat Expertise, Coordinated Maneuvers APG, Improved Dirty Trick APG **Skills** Acrobatics +1, Intimidate +3, Perception +1, Profession (sailor) +4, Swim +5

**Languages** Common, Kelish

**Combat Gear** potion of cure light wounds, acid;

**Other Gear** studded leather, buckler, dagger, light crossbow with 10 bolts, rapier, 42 gp

**NOTE:** Use Dirty Trick maneuvers (+5) to blind foes by pulling their own cloaks, hats, or shirts over their heads.

## B. St. Lymirin Street Bridge (high)

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### Gayleigh Knar

Female human hunter 5 NE Medium humanoid (human)

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

#### DEFENSE

**AC** 18, **touch** 14, **flat** 14 (+4 armor, +4 Dex)

**hp** 41 (5d8+15)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +4 (1d6+1/19-20)

**Ranged** mwk composite longbow +9 (1d8+1/×3)

w/Aspect, Rapid & P.B. & DA (+2): 2 longbow+9 (1d8 +4 /×3)  
+ Coordinated: +1/+2 to attack

**Hunter Spells Known** (CL 5th; concentration +6)

**2nd** (2/day)—barkskin, communal water walk, hold animal (DC 13), summon nature's ally II

**1st** (5/day)—charm animal (DC 12), hydraulic push, produce flame, resist energy, summon nature's ally I

**0** (at will)—create water, detect magic, flare (DC 11), light, purify food and drink (DC 11), stabilize

#### STATISTICS

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

**BAB** +3; **CMB** +4; **CMD** 18

**Feats** Coordinated Shot, Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

**Skills** Acrobatics +9, Bluff +5, Handle Animal +8, Perception +9, Survival +9, Swim +9 Languages Common

**SQ** animal companion (hippopotamus named Hypatria), animal focus (5 minutes/day), hunter tactics, improved empathic link, nature training, track +2, wild empathy +5, woodland stride

**Combat Gear** +1 shock arrows (10);

**Other Gear** +1 studded leather, mwk composite longbow (+1 Str) with 20 arrows, short sword, helm of Ozem (grants a +1 resistance on saving throws), 4 gp

**Hydraulic Push:** Bull rush +6; push back 5' +5/5 beat CMD

### Coordinated Shot

If hippo threatening and not providing cover, you gain a +1 bonus on ranged attacks against that opponent. If hippo is flanking that opponent with another ally (even if that other ally doesn't have this feat), this bonus increases to +2.

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### Hypatria

Female hippopotamus N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +1

#### DEFENSE

**AC** 20, **touch** 12, **flat** 18 (+2 Dex, +8 natural)

**hp** 32 (5d8+10)

**Fort** +5, **Ref** +6, **Will** +2;

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +6 (1d8+3)

w/aspect: +7(1d8+4)

#### STATISTICS

**Str** 14, **Dex** 14, **Con** 12, **Int** 2, **Wis** 13, **Cha** 5

**BAB** +3; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** **Combat Reflexes** +2 AOO), Coordinated Shot

**SQ** attack, come, defend, down, guard, heel, seek, stay

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### Carlo, Dalan, Robin (remove 1 in 4-player)

Human fighters 3 NE Medium humanoid (human)

**Init** +1; **Senses** Perception +3

#### DEFENSE

**AC** 14, **touch** 11, **flat** 13 (+3 armor, +1 Dex)

**hp** 30 each (3d10+9)

**Fort** +6, **Ref** +2, **Will** +1 (+1 vs. fear)

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +7 (1d6+2/18-20) or

dagger +5 (1d4+2/19-20)

Dirty Trick +7 (+2 flank / +2 coordinate)

**Ranged** light crossbow +4 (1d8/19-20)

#### STATISTICS

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

**BAB** +3; **CMB** +5 (+7 dirty trick); **CMD** 16 (18 vs. dirty trick)

**Feats** Combat Expertise, Coordinated Maneuvers, Gang Up, Improved Dirty Trick, Weapon Focus (rapier)

**Skills** Acrobatics +4, Intimidate +5, Perception +3, Profession (sailor) +6, Swim +8 Languages Common, Kelish

**SQ** armor training 1

**Combat Gear** potion of cure light wounds, acid;

**Other Gear** mwk studded leather, buckler, dagger, light crossbow with 10 bolts, mwk rapier, 52 gp

**Gang Up:** Flanking if 2 allies threaten

**Coordinated Maneuvers:** +2 CMB if next to other pirate

## C. Birthright Day Celebration (low)

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### Hollow Gauntlets (2)

NE Diminutive undead

**Init** +0; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perc** +4

#### DEFENSE

**AC** 14, **touch** 14, **flat** 14 (+4 size)

**hp** 9 (1d8+5)

**Fort** +2, **Ref** +0, **Will** +2 Immune undead traits

#### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** claw +5 (1d1+1 plus grab +0)

**Space** 1 ft., **Reach** 0 ft.

#### STATISTICS

**Str** 13, **Dex** 11, **Con** –, **Int** 2, **Wis** 11, **Cha** 14

**BAB** +0; **CMB** –4 (+0 grapple); **CMD** 7

**Feats** Toughness

**Skills** Climb +9, Perception +4, Stealth +12, Survival +4;

Racial Modifiers +4 Survival

**Languages** Common (can't speak)

#### SPECIAL ABILITIES

**Grab (Ex)** A crawling hand can use its grab ability on a creature of up to Medium size.

### Hollow Helms (2) (1 in 4-player)

NE Tiny undead

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +5

#### DEFENSE

**AC** 16, **touch** 13, **flat** 15 (+1 Dex, +3 natural, +2 size)

**hp** 9 (2d8)

**Fort** +0, **Ref** +1, **Will** +3

**Defensive Abilities** channel resist+2; **Immune** undead traits

#### OFFENSE

**Speed** 20 ft., **fly** 30 ft. (perfect)

**Melee** slam +4 (1d4+1)

**Special Attacks** skull cage

#### STATISTICS

**Str** 12, **Dex** 13, **Con** –, **Int** –, **Wis** 10, **Cha** 10

**BAB** +1; **CMB** +0; **CMD** 11 (can't be tripped)

**Feats** Improved Initiative Skills Perception +5, Stealth +12

Languages Common (can't speak)

**SQ** freeze (suit of armor)

#### SPECIAL ABILITIES

**Freeze (Ex)** A hollow helm can hold itself so still it appears to be a normal suit of armor. A hollow helm that uses freeze can take 20 on its Stealth check to hide in plain sight, disguised as normal armor.

**Skull Cage (Ex)** A hollow helm sometimes pretends to be normal armor, letting a creature try to wear it before revealing its deadly nature. If the hollow helm makes a successful combat maneuver to grapple an opponent of Medium size or smaller, the grappled creature is also blinded. Creatures that purposefully try to wear a hollow helm are automatically grappled. This blindness lasts until the hollow helm's grapple is broken. A hollow helm cannot attack a creature it is grappling. If a hollow helm is damaged while it is grappling, the creature it is grappling takes an equal amount of damage.

## C. Birthright Day Celebration (high)

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Crusader Phantom Armor (3) (2 in 4-player)

Guardian phantom armor fighter 1

NE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +8

### DEFENSE

**AC** 21, **touch** 10, **flat** 21 (+9 armor, +2 shield)

**hp** 28 (3d8+1d10+9)

**Fort** +5, **Ref** +1, **Will** +4

**Defensive Abilities** channel resistance +2;

**Immune** undead traits

### OFFENSE

Speed 30 ft.

**Melee** mwk falcata +8 (1d8+4/19-20/x3) or

PA mwk falcata +7 (1d8+6/19-20/x3) or

slam +7 (1d4+4)

slam +6 (1d4+6)

### STATISTICS

**Str** 18, **Dex** 11, **Con** –, **Int** 9, **Wis** 13, **Cha** 14

**BAB** +3; **CMB** +7; **CMD** 17

**Feats** Exotic Weapon Proficiency (falcata), Improved Initiative, Power Attack

**Skills** Intimidate +8, Perception +8, Stealth +5

**Languages** Common (can't speak)

**SQ** freeze (suit of armor) Gear mwk heavy steel shield, mwk falcata