

ACT 1. THE SECOND CHANCE (EL 2 OR EL 5)

TIER 1-2

Grit Den Thugs (3)

CR 1/2

Human commoner 1

CN Medium humanoid

Init +0;

Senses Listen +0, Spot +0

DEFENSE

AC 10, touch 10, flat-footed 10

HP 4 (1d4)

Fort +2, Ref+0, Will+0

OFFENSE

Spd 30 ft.

Melee unarmed +0 (1d3) or club +0 (1d6)

TACTICS

During Combat

As long as the brawl remains weaponless, grit den thugs fight with their fists. If the PCs draw weapons, they grab makeshift clubs and join Elo in battle.

Morale

The grit den thugs are high on grit and fight until they're unconscious.

STATISTICS

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

Base Atk +0; Grp +0

Feats Great Fortitude, Skill Focus: Craft (carpentry)

Skills Craft (carpentry) +7, Intimidate +2, Knowledge (local) +2.

Languages Common

Gear club, 1 gp

"Slobber" Riding Dog CR 1

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3; CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

Elo CR 1

Male human rogue 1

LE Medium humanoid

Init +6; Senses Listen +4, Spot +4

DEFENSE

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 7 (1d6+1)

Fort +1, Ref +4, Will +0

OFFENSE

Spd 30 ft.

Melee mwk scimitar +1 (1d6+1/18-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Elo only fights if one or more of the PCs draw a weapon. During Combat Elo attacks anyone with a weapon drawn. He uses Slobber or the thugs fighting with him to flank his enemies. Morale Elo hates people who break the rules and fights until he's staggered, after which he flings down his weapon and begrudgingly surrenders.

STATISTICS

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8

Base Atk +0; Grp +1

Feats Improved Initiative, Combat Reflexes

Skills Balance +7, Bluff +3, Decipher Script +6, Gather

Information +3, Handle Animal +1, Listen +4, Open Lock +7,

Sense Motive +4, Spot +4, Tumble +7.

Languages Common, Kelish

Gear masterwork studded leather, masterwork scimitar, 100 gp
SQ trapfinding

TIER 4-5

Grit Den Thugs (6, see Tier 1-2)

"Slobber" Wolf CR 1

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

ACT 2. THE SLAVE PITS OF ABSALOM (EL 2)

Pardu Pildapush CR 2

Male human expert 3
NE Medium humanoid
Init +0; Senses Listen +2, Spot +2

DEFENSE

AC 10, touch 10, flat-footed 10
hp 11 (3d6)

Fort +1, Ref +1, Will +3

OFFENSE

Spd 30 ft.

Melee mwk dagger +2 (1d4/19-20) (Tier 1-2)

Melee +1 dagger +2 (1d4+1/19-20) (Tier 4-5)

TACTICS

During Combat If combat starts, Pildapush flees at the first opportunity. (For Act 2; for Act 5 he fights to the death.)

Morale Pildapush surrenders after the first point of damage. (For Act 2.)

STATISTICS

Str 10, Dex 10, Con 11, Int 15, Wis 14, Cha 15

Base Atk +1; Grp +1

Feats Blind-Fight, Combat Expertise, Run

Skills Appraise +4, Bluff +8, Diplomacy +8, Forgery +4, Gather Information +4, Knowledge (Economics) +4, Profession (Merchant) +3.

ACT 3. PILDAPUSH'S PAYBACK (EL 3 OR 7)

TIER 1-2

Puddlejumper Ruffians (5) CR 1/2

Male or female halfling warrior 1

CN Small humanoid

Init +1; Senses Listen +2, Spot +0

DEFENSE

AC 15, touch 12, flat-footed 14

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

hp 8 (1d8)

Fort +3, Ref +2, Will +1; +2 against fear

OFFENSE Spd 20 ft.

Melee short sword +3 (1d4-1/19-20)

Ranged short bow +3 (1d4/x3)

TACTICS

Before Combat Runners warn the Puddlejumpers of the PCs' approach and the knifers lie in wait. During Combat The two Puddlejumpers on the roof focus their ranged attacks on casters, starting with obvious clerics. The three Puddlejumpers on the ground focus entirely on one PC at a time.

STATISTICS

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

Base Atk +1; Grp -4

Feats Weapon Finesse (melee ruffians) or Precise Shot (rooftop ruffians)

Skills Climb +4, Hide +4, Jump +4

Languages Common, Halfling

Gear short bow with 20 arrows (rooftop ruffians only), short sword, studded leather armor

TIER 4-5

Puddlejumper Knifer (6) CR 2

Male or female halfling rogue 2

CN Small humanoid

Init +3; Senses Listen +6, Spot +4

DEFENSE

AC 17, touch 14, flat-footed 14

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

hp 18 (2d6+4)

Fort +3, Ref +7, Will +0; +2 against fear

Defensive Abilities evasion

OFFENSE Spd 20 ft.

Melee mwk short sword +6 (1d4-1/19-20)

Ranged mwk short bow +6 (1d4/x3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Runners warn the Puddlejumpers of the PCs approach and the knifers lie in wait.

During Combat The two Puddlejumpers on the roof focus their ranged attacks on casters, starting with their sleep arrows and switching to regular arrows to finish off the PCs. The four on the ground split into two groups of two and flank attackers, taking full advantage of their sneak attack ability.

Morale If reduced to 3 hp or lower, an individual Puddlejumper surrenders. If more than four surrender or are killed, the rest attempt to flee.

STATISTICS

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

Base Atk +1; Grp -4

Feats Weapon Finesse (melee knifers) or Precise Shot (rooftop knifers)

Skills Balance +10, Climb +6, Hide +12, Jump +8, Listen +6,

Move Silently +10, Open Lock +8, Spot +4, Tumble +10

Languages Common, Halfling

Gear masterwork short bow with 20 arrows (rooftop knifers only), masterwork studded leather, masterwork short sword,

sleep arrow (4) (rooftop knifers only), 22 gp

Combat Gear potion of cure light wounds, potion of cure

moderate wounds, potion of invisibility

SQ trapfinding

ACT 4. RAID ON THE NO RETURN (EL 4 OR 7)

TIER 1-2

Foreman Snarl Sorehackle CR 2

Male gnoll warrior 2

LE Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen +6, Spot +6

DEFENSE

AC 15, touch 11, flat-footed 14

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

hp 33 (4d8+12)

Fort +9, Ref +1, Will +0

OFFENSE

Spd 20 ft.

Melee mwk whip +9 (1d3+4 nonlethal) or

mwk handaxe +8 (1d6+4/x3)

TACTICS

Before Combat Sorehackle keeps out of sight on the north side of the fighting tower (Area A), so as not to give away the presence of gnolls aboard the ship. During Combat Sorehackle throws caution to the wind. From behind his crew, he attempts trip attacks hoping to send PCs through the five-foot gap between the dock and ship into the waters below. If the PCs get close to him, he drops the whip and resorts to his handaxe. Morale Sorehackle fights to the death.

STATISTICS

Str 19, Dex 12, Con 16, Int 12, Wis 11, Cha 6

Base Atk +3; Grp +7

Feats Exotic Weapon Proficiency (whip), Weapon Focus (whip)

Skills Climb +7, Listen +6, Profession (sailor) +3, Spot +6

Languages Common, Gnoll

Gear hide armor, masterwork handaxe, masterwork whip, 34 gp Combat Gear potion of cure light wounds

Sailors (2) CR 1 – (7 IN TIER 4-5)

Male or female human warrior 2

NE Medium humanoid

Init +1; Senses Listen +3, Spot +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 12 (2d8+4)

Fort +5, Ref +1, Will +1

OFFENSE

Spd 30 ft.

Melee light hammer +3 (1d4+2)

Ranged javelin +3 (1d6+2)

TACTICS

Morale The sailors fight to the death as long as their gnoll officers are alive. Once the gnolls are dead, they flee.

STATISTICS

Str 15, Dex 13, Con 14, Int 12, Wis 12, Cha 10

Base Atk +2; Grp +4

Feats Dodge, Power Attack

Skills Climb +3, Intimidate +5, Jump +6, Listen +3, Swim +7.

Languages Common, Katapeshi

Gear javelin, light hammer, 3 gp

ACT 5. IN THE BELLY OF THE BEAST (EL 3 OR EL 6)

TIER 1-2

Captain Gnarl Bonegather CR 2

(Use the stats for Foreman Snarl Sorehackle in Act 4, Tier 1–2, with the following changes)

TACTICS

During Combat Captain Bonegather uses his masterwork whip the first round of combat to trip the PC with the largest weapon. After that, he drops the whip and uses his handaxe to pound his foes to meat.

Morale Captain Bonegather fights to the death.

STATISTICS

Combat Gear potion of cure moderate wounds (2)

TIER 4-5

Captain Gnarl Bonegather CR 6

Male gnoll fighter 5

LE Large humanoid

Init +1; Senses darkvision 60 ft.; Listen +10, Spot +10

DEFENSE

AC 14, touch 11, flat-footed 14

(+1 natural, +4 armor, –1 Dex)

hp 70 (2d8+6 plus 5d10+15)

Fort +10, Ref +5, Will +3

OFFENSE

Spd 30 ft.

Melee +1 greataxe +12 (3d6+8/x3)

Space/Reach 10 ft. / 10 ft.

TACTICS

Before Combat Captain Bonegather drinks his potion of enlarge person once the PCs begin descending the stairs. The potion is figured into his stats and the effect lasts for 10 rounds.

During Combat Captain Bonegather attacks the first PC he sees. Morale Captain Bonegather fights to the death.

Base Statistics

LE Medium humanoid

AC 17, touch 12, flat-footed 16

(+1 natural, +5 armor, +1 Dex)

Melee +1 greataxe +12 (1d12+7/x3)

STATISTICS

Str 22, Dex 13, Con 16, Int 10, Wis 10, Cha 6

Base Atk +6; Grp +11

Feats Iron Will, Lightning Reflexes, Power Attack, Weapon

Focus (greataxe), Weapon Specialization (greataxe)

Skills Listen +10, Spot +10

Languages Common, Gnoll

Gear chain shirt, +1 greataxe

Combat Gear potion of cure moderate wounds, potion of enlarge person (used)