

	<p>Tier 1–2</p> <h3>Aquatic Elf Separatists (4)</h3> <p>Male aquatic elf warrior 2 CN Init +1; Senses low-light vision; Perception +1</p> <p>DEFENSE AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 15 each (2d10+5) Fort +3, Ref +1, Will –1; +2 vs. enchantments</p> <p>OFFENSE Speed 20 ft., swim 20 ft. Melee trident +3 (1d8+1) Ranged javelin +3 (1d6+1)</p> <p>STATISTICS Str 13, Dex 13, Con 10, Int 12, Wis 8, Cha 9 Base Atk +2; CMB +3; CMD 14 Feats Toughness Skills Climb +4, Handle Animal +4, Perception +1, Ride +3, Swim +11; Racial Modifiers +2 Perception Languages Common, Elven, Aquan SQ amphibious, elven magic, weapon familiarity Combat Gear potion of <i>cure light wounds</i>, two doses of hunter urchin venom; Other Gear masterwork hide armor, trident, javelin (5), grappling hook, masterwork manacles, silk rope, sunrod (2), 5 gp</p> <p>15 15 15 15</p>	<p>TACTICS Before Combat Once on the ship’s deck, each aquatic elf applies one dose of hunter urchin venom to his trident and one to a javelin. During Combat The elves attack first with their poisoned javelins, then close in for melee against staggered foes. Morale Fanatical and fight to the death.</p>
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	<p>Tier 4–5</p> <h3>Aquatic Elf Separatists (4)</h3> <p>Male elf fighter 3 CN Medium humanoid Init +2; Senses low-light vision; Perception +3</p> <p>DEFENSE AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 31 each (3d10+9) Fort +4, Ref +3, Will +2; +2 vs. enchantments, +1 vs. fear Defensive Abilities bravery +1</p> <p>OFFENSE Speed 30 ft., swim 30 ft. Melee mwk trident +7 (1d8+2) Ranged javelin +5 (1d6+2), net +5 (–)</p> <p>STATISTICS Str 15, Dex 15, Con 12, Int 12, Wis 12, Cha 8 Base Atk +3; CMB +5; CMD 17 Feats Exotic Weapon Proficiency (net), Stealthy, Toughness, Weapon Focus (trident) Skills Climb +7, Escape Artist +3, Handle Animal +5, Perception +3, Ride +6, Stealth +3, Swim +13; Racial Modifiers +2 Perception Languages Common, Elven, Aquan SQ amphibious, armor training 1, elven magic, weapon familiarity Combat Gear potion of <i>cure light wounds</i>, two doses of spear urchin venom; Other Gear masterwork hide armor, masterwork trident, javelin (5), grappling hook, masterwork manacles, silk rope, sunrod (2), 10 gp</p>	<p>TACTICS Before Combat Once on the ship’s deck, each aquatic elf appliesone dose of spear urchin venom to his trident and one to a javelin. During Combat Two elves target casters with their nets, while the other two elves attack first with their poisoned javelins. The following round, all four elves close in for melee against nauseated or entangled foes. Morale Fanatical and fight to the death.</p> <p>31 31 31 31</p>
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Tier 1–2

Shira Acidaxe

Female dwarf alchemist 3 NE

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +1 Dex, +2 natural) (+4 dodge vs. giants)

hp 26 (3d8+9)

Fort +6, **Ref +4**, **Will +0**; +2 vs. poison, spells, and spell-like abilities; +2 vs. poison

OFFENSE

Speed 20 ft.

Melee **battleaxe +3** (1d8+1/3)

Ranged **bomb +6** (2d6+2 fire)

Special Attacks bomb 7/day (2d6+2 fire, DC 13), +1 on attack rolls against goblinoid and orc humanoids

Alchemist Extracts Known (CL 3rd)

1st—*cure light wounds*, *negate aroma**, *shield*, *stone fist**

Base Statistics Dex 12, Wis 10; AC 14

STATISTICS

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

Base Atk +2; **CMB +3**; **CMD 14** (18 vs. bull rush, 18 vs. trip)

Feats Brew Potion, Extra Bombs, Point Blank Shot, Throw Anything

Skills Craft (alchemy) +9, Knowledge (arcana) +8, Perception +5 (+7 unusual stonework), Profession (cook) +5, Spellcraft +8, Survival +5,

Use Magic Device +5; Racial Modifiers

Acrobatics (–4 jump), +2 Appraise (nonmagical metals or gemstones), +2 Perception (unusual stonework)

Languages Common, Dwarven, Giant, Orc

SQ alchemy (alchemy crafting +3, identify potions), mutagen (+4 Dex/–2 Wis, +2 natural, 30 minutes), discoveries (concentrate poison), poison use, swift alchemy

Combat Gear potion of *cure light wounds*, potion of *delay poison*, wand of *purify food and drink* (24 charges); **Other Gear** studded leather, battleaxe, belladonna (1 dose), formula book, portable alchemist's lab*, soothe syrup*, 15 gp * See Advanced Player's Guide

TACTICS

Before Combat Shira has heard of the PCs' investigation from other crewmembers, and she drinks her mutagen when they first approach her (already calculated into stats).

During Combat Shira throws bombs at PCs from range, but does not hesitate to fight in melee with her battleaxe. If there are any half-orc PCs, she targets them first.

Morale Shira is maniacal and fights to the death.

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Tier 4–5

Shira Acidaxe

Female dwarf alchemist 6 NE

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural) (+4 dodge vs. giants)

hp 54 (6d8+24)

Fort +8, **Ref +8**, **Will +1**; +2 vs. poison, spells, and spell-like abilities; +4 vs. poison,

OFFENSE

Speed 20 ft.

Melee **mwk battleaxe +6** (1d8+1/3)

or **2 claw +5** (1d6+1), **bite +5** (1d8+1)

Ranged **bomb +9** (3d6+3 fire)

Special Attacks bomb 11/day (3d6+3 fire, DC 16), +1 on attack rolls against goblinoid and orcs

Alchemist Extracts Known (CL 6th)

2nd—*barkskin*, *cure moderate wounds*, *detect poison*, *transmute potion to poison**

1st—*cure light wounds*, *endure elements*, *negate aroma**, *shield*, *stone fist**

Base Statistics Dex 12, Wis 10; AC 14

STATISTICS

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

Base Atk +4; **CMB +5**; **CMD 18** (22 vs. bull rush, 22 vs. trip)

Feats Brew Potion, Extra Bombs, Point Blank Shot, Throw Anything, Weapon Focus (bomb)

Skills Craft (alchemy) +13, Intimidate +1, Knowledge

(arcana) +12, Perception +8 (+10 unusual stonework), Profession (cook) +8, Spellcraft +12, Survival +8, Use Magic Device +8; Racial Modifiers Acrobatics (–4 jump), +2 Appraise (nonmagical metals or gemstones), +2 Perception (unusual stonework) Languages Common, Dwarven, Giant, Orc, Undercommon

SQ alchemy (alchemy crafting +6, identify potions), mutagen (+4/–2, +2 natural, 60 minutes), discoveries (concentrate poison, concussive bomb* [3d4+3 sonic plus deafness], feral mutagen), poison use, swift alchemy, swift poisoning

Combat Gear potion of cure moderate wounds, potion of delay poison, wand of purify food and drink, alchemist's fire, flash powder*, giant wasp poison (1 combined dose; DC 20; 1/rd. for 12 rds.), liquid ice* (2), tanglefoot bag, thunderstone; **Other Gear** masterwork studded leather, masterwork battleaxe, antitoxin, belladonna (1 dose), formula book, portable alchemist's lab*, soothe syrup*, 90 gp

TACTICS

Before Combat Shira has heard of the PCs' investigation from other crewmembers, and she drinks her mutagen when they first approach her (already calculated into stats).

During Combat She throws bombs from range, but does not hesitate to fight in melee, preferring her natural attacks over her axe, and applying one available dose of injury poison to her axe or a claw as a swift action each round. If there are any half-orc PCs, she targets them first.

Morale Maniacal and fights to the death.

Tier 1–2

Snig Lacorse (human form)

Human natural wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

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

Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 18 (2d8+6)

Fort +2, Ref +5, Will +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee **short sword +3** (1d6+1/19–20)

Ranged **light crossbow +3** (1d8/19–20)

Special Attacks **sneak attack +1d6**

STATISTICS

Str 13, Dex 15, Con 14, Int 10, Wis 16, Cha 6

Base Atk +1; **CMB +2; CMD 15**

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

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This hunched creature looks like a human in studded leather, but fur covers its body. Its face is rat-like, and it has a long, naked tail.

Natural wererats tend to be short and wiry, with constantly darting eyes and frequent nervous twitches. Males often have thin, ragged moustaches.

Wererats prefer cities where they can blend in with the humanoid and rat population. Their abilities make them especially good at thieving and spying, and in many cities the thieves' guild employs numerous wererat members.

Tier 1–2

Snig Lacorse (Hybrid form)

LE Medium humanoid (human, shapechanger)

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

Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 20 (2d8+8)

Fort +3, Ref +6, Will +3

Defensive Abilities evasion; **DR 10/silver**

OFFENSE

Speed 30 ft.

Melee **short sword +4** (1d6+2/19–20), **bite –1** (1d4+1 plus disease and curse of lycanthropy; DC 15)

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

Special Attacks **sneak attack +1d6**

STATISTICS

Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 6

Base Atk +1; **CMB +3; CMD 17**

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

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SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Tier 4–5

Snig Lacorse (Human Form)

Male human afflicted wererat rogue 5
NE Medium humanoid (human, shapechanger)

Init +7; Senses low-light vision, scent;

Perception +11

DEFENSE

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

hp 43 (5d8+15)

Fort +3, Ref +7, Will +4

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee **mwk short sword +7** (1d6+1/19–20)

Ranged **light crossbow +6** (1d8/19–20)

Special Attacks **sneak attack +3d6**

STATISTICS

Str 13 Dex 16 Con 14 Int 10 Wis 16 Cha 6

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

Feats Combat Reflexes, Dodge, Improved Initiative, Stealthy,

Weapon Finesse

Skills Acrobatics +11, Bluff +6, Climb +9, Escape

Artist +5, Intimidate +6, Knowledge (local) +8,

Perception +11, Sense Motive +11, Stealth +13,

Swim +9

Languages Common

SQ change shape (human, hybrid, and dire rat;

polymorph), rogue talents (combat trick, fast stealth), lycanthropic empathy (rats and dire rats), trapfinding +2

Gear +1 studded leather, mwk short sword, light crossbow with 20 bolts

TACTICS

Before Combat Snig readies his crossbow at the first sound of the PCs' approach. He stays in his corner or with his back to a wall at all times.

During Combat Snig begins combat by transforming into his hybrid form and firing his crossbow at a flatfooted PC. He prefers melee combat with his sword over ranged attacks after his initial attack.

Morale Snig is a pitiful creature and gives up, whimpering, if reduced to less than 10 hp.

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Tier 4–5

Snig Lacorse (Hybrid Form)

Male afflicted wererat rogue 5 (Bestiary 197)
NE Medium humanoid (human, shapechanger)

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

Perception +11

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 natural)

hp 48 (5d8+20)

Fort +4, Ref +8, Will +4

Defensive Abilities evasion, trap sense +1, uncanny dodge; DR 5/ silver

OFFENSE

Speed 30 ft.

Melee **mwk short sword +8** (1d6+2/19–20), bite +2 (1d6+3 plus disease)

Ranged **light crossbow +7** (1d8/19–20)

Special Attacks **sneak attack +3d6**

STATISTICS

Str 15, Dex 18, Con 16, Int 10, Wis 17, Cha 6

Base Atk +3; **CMB +5; CMD 20**

Feats Combat Reflexes, Dodge, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +12, Bluff +6, Climb +10, Escape

Artist +6, Intimidate +6, Knowledge (local) +8,

Perception +11, Sense Motive +11, Stealth +14,

Swim +10

Languages Common

SQ change shape (human, hybrid, and dire rat;

polymorph), lycanthropic empathy (rats and dire rats), rogue talents (combat trick, fast stealth), trapfinding +2 Gear +1 studded leather, masterwork short sword, light crossbow with 20 bolts

SPECIAL ABILITIES

Disease (Ex) Filth Fever: Bite–Injury; save Fort DC 13; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

TACTICS

Before Combat Snig readies his crossbow at the first sound of the PCs' approach. He stays in his corner or with his back to a wall at all times.

During Combat Snig begins combat by firing his crossbow at a flatfooted PC. He prefers melee combat with his sword over ranged attacks after his initial attack.

Morale Snig is a pitiful creature and surrenders, whimpering, if reduced to less than 15 hp.

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Tier 1–2

Rust Monster

N Medium aberration

Init +3; Senses darkvision 60 ft.,
scent metals 90 ft.; **Perception +12**

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, Ref +4, Will +5

OFFENSE

Speed 40 ft., climb 10 ft.

Melee **bite +6 (1d3)**, **antennae +6 touch (rust)**

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

Base Atk +3; **CMB +3**; **CMD 16** (20 vs. trip)

Feats Ability Focus (rust), Skill Focus
(Perception), Weapon Finesse Skills Climb +8,
Perception +12

SPECIAL ABILITIES

Rust (Su) The antennae are a primary touch attack that causes metal to rust. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys it. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, it's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. **27**

Tier 4–5

Advanced Rust Monsters (2)

N Medium aberration

Init +3; Senses darkvision 60 ft.,
scent metals 90 ft.; **Perception +12**

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 37 (5d8+5)

Fort +2, Ref +4, Will +5

OFFENSE

Speed 40 ft., climb 10 ft.

Melee **bite +6 (1d3)**, **antennae +6 touch (rust)**

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

Base Atk +3; **CMB +3**; **CMD 16** (20 vs. trip)

Feats Ability Focus (rust), Skill Focus
(Perception), Weapon Finesse Skills Climb +8,
Perception +12

SPECIAL ABILITIES

Rust (Su) The antennae are a primary touch attack that causes metal to rust. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys it. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, it's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. **37 37**

All Tiers

Anera's Osprey animal companion

N Small animal

Init +2; Senses low-light vision; **Perception +11**

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1
natural, +1 size)

hp 16 (3d8+3)

Fort +4, Ref +5, Will +3

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee **bite +3 (1d4)**, **2 talons +4 (1d4)**

STATISTICS

Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Base Atk +2; **CMB +1**; **CMD 13**

Feats Skill Focus (Perception), Weapon Focus
(talons)

Skills Perception +11

SQ link, share spells

Tricks Attack, Come, Defend, Fetch, Guard,
Seek, Stay

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All Tiers

Anera's Osprey animal companion

N Small animal

Init +2; Senses low-light vision; **Perception +11**

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1
natural, +1 size)

hp 16 (3d8+3)

Fort +4, Ref +5, Will +3

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee **bite +3 (1d4)**, **2 talons +4 (1d4)**

STATISTICS

Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Base Atk +2; **CMB +1**; **CMD 13**

Feats Skill Focus (Perception), Weapon Focus
(talons)

Skills Perception +11

SQ link, share spells

Tricks Attack, Come, Defend, Fetch, Guard,
Seek, Stay

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Tier 1–2

Marzack Mallick

Male human rogue (swashbuckler) 2

LE Medium humanoid (human)

Init +3; Senses **Perception +4**

DEFENSE

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

hp 17 (2d8+4)

Fort +2, Ref +7, Will +0

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee **mwk scimitar +5** (1d6+1/18–20)

Special Attacks **sneak attack +1d6**

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

Base Atk +1; **CMB +2; CMD 15**

Feats Acrobatic, Combat Expertise, Weapon Finesse

Skills Acrobatics +10, Appraise +7, Bluff +5, Climb +6, Diplomacy +5, Escape Artist +8, Fly +5, Intimidate +5, Perception +4, Profession (sailor) +4, Sleight of Hand +8, Stealth +8 Languages Common, Elven, Varisian

SQ martial training, rogue talents (combat trick), trapfinding +1

Gear masterwork studded leather, masterwork scimitar, cloak of resistance +1

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TACTICS

Before Combat Marzack attempts to catch PCs off guard on the first round of combat to utilize his sneak attack against a flat-footed foe.

During Combat Marzack tries to flank foes with his ally to increase his damage output, but fights solo, using Combat Expertise as needed to increase his AC against particularly heavy hitters.

Morale Marzack knows that he's tipped his hand to the PCs and admitted his guilt by attacking them. He fights to the death rather than face captain Veane's discipline or the punishment of the Mordant Spire elves.

Tier 4–5

Marzack Mallick

Male human rogue (swashbuckler) 5

LE Medium humanoid (human)

Init +3; Senses **Perception +7**

DEFENSE

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

hp 38 (5d8+10)

Fort +3, Ref +8, Will +1; +1 vs. fear

Defensive Abilities daring +1, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee **+1 scimitar +7** (1d6+3/18–20)

Special Attacks **sneak attack +3d6**

TACTICS

Before Combat Marzack attempts to catch PCs off guard on the first round of combat to utilize his sneak attack against a flatfooted foe.

During Combat Marzack tries to flank foes with his ally to increase his damage output, but fights solo, using Combat Expertise as needed to increase his AC against particularly heavy hitters.

Morale Marzack knows that he's tipped his hand to the PCs and admitted his guilt by attacking them. He fights to the death rather than face captain Veane's discipline or the punishment of the Mordant Spire elves.

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STATISTICS

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

Base Atk +3; **CMB +5; CMD 19**

Feats Acrobatic, Combat Expertise, Dodge, Mobility, Weapon Finesse

Skills Acrobatics +14, Appraise +10, Bluff +8, Climb +10, Diplomacy +8, Escape Artist +11, Fly +5, Intimidate +8, Perception +7, Profession (sailor) +7, Sleight of Hand +11, Stealth +11 Languages Common, Elven, Varisian

SQ martial training, rogue talents (combat trick, offensive defense*) Gear +1 studded leather, +1 scimitar, cloak of resistance +1 * See Advanced Player's Guide

Tier 1–2

Anera

Female human ranger 2
CN Medium humanoid (human)
Init +3; Senses **Perception +6**

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 20 (2d10+4)

Fort +4, **Ref +6**, **Will +1**

OFFENSE

Speed 30 ft.

Melee **mwk short sword +6** (1d6+2/19–20),
dagger +5 (1d4+1/19–20)

Ranged **dagger +5** (1d4+2/19–20), **shortbow +5** (1d6/?3)

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

TACTICS

Before Combat Anera positions herself to attack any elves first, though if threatened alone, she tries to put distance between herself and her aggressors.

During Combat Anera focuses her attacks on any elves present, even to her own tactical detriment. Anera prefers fighting with both her short sword and dagger in melee over ranged combat, as she likes to see the fear in her opponents' eyes. If she fights with an ally, she tries to provide flanks whenever possible, unless she has an elven target that takes her attention.

Morale If Anera is the murderer, she fights to the death. If she fights alone, she surrenders if reduced to less than 8 hp, unless one of her foes is an elf or half-elf, in which case she fights relentlessly to the death.

STATISTICS

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

Base Atk +2; **CMB +4**; **CMD 17**

Feats Skill Focus (Survival), Two-Weapon Fighting, Weapon Finesse

Skills Climb +6, Handle Animal +5, Intimidate +5, Knowledge (nature) +4, Perception +6, Survival +9

Languages Common

SQ track +1, wild empathy +2, wild empathy +2

Combat Gear *oil of magic weapon*, *sleep arrow*,
Other Gear masterwork chain shirt, masterwork short sword, dagger, shortbow with 20 arrows, 10 gp

Tier 4–5

Anera

Female human ranger 5
CN Medium humanoid (human)
Init +8; Senses **Perception +9**

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 44 (5d10+10)

Fort +5, **Ref +8**, **Will +2**

OFFENSE

Speed 30 ft.

Melee **+1 short sword +10** (1d6+3/19–20),
dagger +9 (1d4+1/19–20)

Ranged **dagger +9** (1d4+2/19–20), **shortbow +9** (1d6/?3)

Special Attacks **avored enemy (elves +4, animals +2)**

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*charm animal* (DC 12), *longstrider*

TACTICS

Before Combat Anera positions herself to attack any elves first, though if threatened alone, she tries to put distance between herself and her aggressors.

During Combat Anera focuses her attacks on any elves present, even to her own tactical detriment. Anera prefers fighting with both her short sword and dagger in melee over ranged

combat, as she likes to see the fear in her opponents' eyes. If she fights with an ally, she tries to provide flanks whenever possible, unless she has an elven target that takes her attention. If Keeneye is present, Anera directs her to attack any elves she cannot reach or provide her or an ally a flank if there are no elves present.

Morale If Anera is the murderer, she fights to the death. If she fights alone, she surrenders if reduced to less than 15 hp, unless one of her foes is an elf or half-elf, in which case she fights relentlessly to the death.

STATISTICS

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

Base Atk +5; **CMB +7**; **CMD 22**

Feats Dodge, Endurance, Improved Initiative, Skill Focus Skills Climb +9, Handle Animal +8, Intimidate +8, Knowledge (nature) +7, Perception +9, Survival +12

Languages Common

SQ track +2, hunter's bond (animal companion), wild empathy +5

Combat Gear *oil of keen edge*, *scroll of cure light wounds*, *sleep arrow*;

Other Gear masterwork chain shirt, +1 short sword, dagger, shortbow with 20 arrows, 50 gp Keeneye

Tier 1–2

Azuretta

Female half-elf bard 2

NE Medium humanoid (elf)

Init +2; Senses low-light vision; **Perception +3**

DEFENSE

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

hp 15 (2d8+2)

Fort +0, Ref +5, Will +4; +2 vs. enchantment

OFFENSE

Speed 30 ft.

Melee **mwk whip +1** (1d3–1 nonlethal),

dagger +0 (1d4–1/19–20)

Ranged **dagger +3** (1d4–1/19–20)

Special Attacks bardic performance 9 rounds/day

(countersong,

distraction, fascinate, inspire courage +1)

BARD SPELLS KNOWN (CL 2ND; CONC +5)

1st (3/day)—*charm person* (DC 15), *innocence**,

sleep (DC 15)

0 (at will)—*daze* (DC 14), *ghost sound, lullaby*

(DC 14), *message, read magic*

STATISTICS

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

Base Atk +1; **CMB +0; CMD 12**

Feats Skill Focus (bluff), Spell Focus (enchantment)

Skills Acrobatics +6 (+2 jump), Bluff +11, Climb

+0, Diplomacy +8, Disguise +8, Escape Artist +6,

Perception +3, Perform (dance) +8, Sense

Motive +5, Sleight of Hand +6, Stealth +7; Racial

Modifiers +2 Perception

Languages Common, Elven, Varisian

SQ bardic knowledge +1, versatile performance

(dance), elf blood

Combat Gear *potion of invisibility, scroll of cure light wounds* (2), *wand of disguise self* (5

charges), acid flask; **Other Gear** leather armor,

masterwork whip, dagger (4), perfume, 21 gp *

See Advanced Player's Guide

TACTICS

Before Combat Azuretta attempts to charm a PC to act as her protector if she suspects an impending combat.

During Combat Azuretta prefers not to fight alone, knowing that her true strength is augmenting her allies' attacks. If alone, she casts sleep on as many PCs as possible and attempts to flee. If fighting with an ally, she inspires courage and works to provide a flank if possible.

Morale If Azuretta is the murderer, she fights to the death. If she is innocent, she attempts to flee from the onset of the battle, and surrenders completely if brought below 5 hp.

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Tier 4–5

Azuretta

Female half-elf bard 5 NE

Init +2; Senses low-light vision; **Perception +3**

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 33 (5d8+5)

Fort +2, Ref +7, Will +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee **mwk whip +7** (1d3–1 nonlethal), **dagger**

+6 (1d4–1/19–20)

Ranged **dagger +6** (1d4–1/19–20)

Special Attacks bardic performance 16

rounds/day (countersong, distraction, fascinate,

inspire competence +2, inspire courage +2)

BARD SPELLS KNOWN (CL 5TH; CONC +9)

2nd (3/day)—*alter self, hold person* (DC 18),

suggestion (DC 18)

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

17), *innocence**, *sleep* (DC 17)

0 (at will)—*daze* (DC 16), *ghost sound, lullaby*

(DC 16), *mage hand, message, read magic*

STATISTICS

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

Base Atk +3; **CMB +2; CMD 14**

Feats Greater Spell Focus (enchantment), Spell Focus (enchantment), Weapon Finesse

Skills Acrobatics +10 (+6 jump), Bluff +12, Climb

+0, Diplomacy +12, Disguise +12, Escape Artist

+8, Perception +3, Perform (dance) +12, Sense

Motive +9, Sleight of Hand +8, Stealth +9;

Racial Modifiers +2 Perception

Languages Common, Elven, Varisian

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

versatile performance (dance), elf blood

Combat Gear *potion of invisibility, scroll of cure light wounds* (2), *scroll of haste, wand of hideous laughter* (10 charges), acid flask, alchemist's fire;

Other Gear +1 studded leather, masterwork whip, dagger (7), cloak of resistance +1, perfume, 50 gp * See Advanced Player's Guide

TACTICS

Before Combat Azuretta attempts to charm a PC to act as her protector if she suspects an impending combat.

During Combat Azuretta prefers not to fight alone, knowing that her true strength is augmenting her allies' attacks. If alone, she uses spells such as animate rope, hold person, and suggestion to waylay PCs and attempts to flee. If fighting with an ally, she inspires courage, casting the same spells as needed to keep enemies away from her ally.

Morale If Azuretta is the murderer, she fights to the death. If she is innocent, she attempts to flee from the onset of the battle, and surrenders completely if brought below 10 hp.

Tier 1–2

Killik

Male human cleric of Besmara 2 CE

Init +2; Senses **Perception +3**

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 15 (2d8+2)

Fort +4, Ref +2, Will +6

OFFENSE

Speed 30 ft.

Melee **rapier +2** (1d6+1/18–20)

Ranged **light crossbow +3** (1d8/19–20)

Special Attacks **channel negative energy 2/day**
(DC 10, 1d6)

DOMAIN ABILITIES (CL 2ND; CONC +5)

6/day—*copycat* (2 rounds)

6/day—*battle rage* (+1 damage)

CLERIC SPELLS (CL 2ND; CONC +5)

1st—*cure light wounds* (2), *disguise self*D,
sanctuary (DC 14)

0 (at will)—*create water*, *detect magic*, *detect
poison*, *light*

D Domain spell; Domains Trickery, War

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STATISTICS

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

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

Feats Combat Casting, Deceitful

Skills Bluff +5, Disguise +1, Heal +10,
Knowledge (religion) +4, Profession (sailor) +7,
Sense Motive +7, Spellcraft +4, Swim +2
Languages Common
SQ aura

Combat Gear *potion of cure moderate wounds*,
scroll of gentle repose; **Other Gear** masterwork
studded leather, rapier, light crossbow, healer's
kit, silver holy symbol, 25 gp

TACTICS

Before Combat If Killik suspects an impending
combat, he casts *sanctuary* and attempts to talk
his way out of any conflict.

During Combat Killik prefers fighting from range
with his crossbow, but channels negative energy
if surrounded. If he fights with an ally, Killik stays
close enough to his companion to heal them
should they need assistance. Killik uses his battle
rage and copycat domain powers to boost his
defenses and damage output.

Morale Killik fights to the death if he is Marzack's
accomplice. If he is innocent of the crime, he
attempts to buy his freedom as a term of
surrender if brought below 6 hp.

Tier 4–5

Killik

Male human cleric of Besmara 5 CE

Init +2; Senses **Perception +4**

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 38 (5d8+10)

Fort +5, Ref +3, Will +10

OFFENSE

Speed 30 ft.

Melee **mwk rapier +5** (1d6+1/18–20)

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

Special Attacks **channel negative energy 2/day**
(DC 11, 3d6)

DOMAIN ABILITIES (CL 5TH; CONC +9)

7/day—*copycat* (5 rounds)

7/day—*battle rage* (+2 damage)

CLERIC SPELLS (CL 5TH; CONC +9)

3rd—*dispel magic*, *glyph of warding*,
*nondetection*D

2nd—*cure moderate wounds*, *gentle repose*,
*invisibility*D, *spiritual weapon*

1st—*cure light wounds* (2), *disguise self*D,
sanctuary (DC 15), *shield of faith*

0 (at will)—*create water*, *detect magic*, *detect
poison*, *light*

D Domain spell; Domains Trickery, War

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TACTICS

Before Combat Killik casts *shield of faith* and
sanctuary on himself and attempts to talk his way
out of any conflict.

During Combat Killik prefers fighting from range
with his crossbow and *spiritual weapon*, but
channels negative energy if surrounded. Killik
stays close enough to his companion to heal him,
and attempts to *dispel* the largest threat's magical
effects to weaken him or her. In melee, he uses
his *battle rage* and *copycat* domain powers to
boost his defenses and damage output.

Morale Fights to the death if he is Marzack's
accomplice. If innocent, he casts *invisibility* on
himself and attempts to buy his freedom as a
term of surrender if brought below 14 hp.

STATISTICS

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

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

Feats Combat Casting, Deceitful, Iron Will,
Toughness

Skills Bluff +7, Disguise +1, Heal +14,
Knowledge (religion) +6, Profession (sailor) +10,
Sense Motive +9, Spellcraft +5, Swim +3
Languages Common

Combat Gear *potion of cure serious wounds*,
scroll of speak with dead;

Other Gear +1 studded leather, masterwork
rapier, light crossbow, *feather token (swan boat)*,
healer's kit, silver holy symbol, 70 gp

Tier 1–2

Thanzeril

Male elf fighter 2

CN Medium humanoid (elf)

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

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 20 (2d10+4)

Fort +4, Ref +2, Will +0; +2 vs. enchantments, +1 vs. fear,

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee **mwk elven curve blade +5**

(1d10+3/18–20)

Ranged **composite longbow (+1 Str) +4**

(1d8+1/3)

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STATISTICS

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

Base Atk +2; **CMB +4; CMD 16**

Feats Cleave, Combat Reflexes, Power Attack

Skills Climb +3, Intimidate +5, Perception +2,

Swim +4; Racial Modifiers +2 Perception, +2

Spellcraft to identify magic item properties

Languages Common, Elven

SQ elven magic, weapon familiarity

Gear masterwork scale mail, masterwork elven curve blade, composite longbow with 20 arrows

TACTICS

Before Combat Thanzeril positions himself to charge if he suspects combat may be imminent.

During Combat Thanzeril begins combat by charging and power attacking if possible, otherwise he power attacks as often as he can, using his Cleave and Combat Reflexes feats to attack as many foes a round as possible. If he fights with an ally, he attempts to flank as often as doing so doesn't conflict with his normal tactics.

Morale If Thanzeril is guilty, he fights to the death. If innocent, he fights as well as he can against the provocateurs, but surrenders if brought below 10 hp.

Tier 4–5

Thanzeril

Male elf fighter 5 CN

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +2

Dex, +1 dodge)

hp 44 (5d10+10)

Fort +5, Ref +3, Will +1; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee **+1 elven curve blade +11** (1d10+6/18–20)

Ranged **composite longbow (+3 Str) +7**

(1d8+3/3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

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

Base Atk +5; **CMB +8; CMD 21**

Feats Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (elven curve blade)

Skills Climb +6, Intimidate +8, Perception +2, Swim +6; Racial Modifiers +2 Perception, +2

Spellcraft to identify magic item properties

Languages Common, Elven

SQ armor training 1, elven magic, weapon familiarity

Combat Gear potion of *cure light wounds*, potion

of *invisibility*; **Other Gear** masterwork chainmail, +1 elven curve blade, composite longbow (+3 strength) with 20 arrows, 20 gp

TACTICS

Before Combat Thanzeril positions himself to charge if he suspects combat may be imminent.

During Combat Thanzeril begins combat by charging and power attacking if possible, otherwise he power attacks as often as he can, using his Cleave and Combat Reflexes feats to attack as many foes a round as possible. If he fights with an ally, he employs Spring Attacks to hit foes while ending his turn in position to provide his ally a flank.

Morale If Thanzeril is guilty, he fights to the death. If innocent, he fights as well as he can against the provocateurs, but surrenders if brought below 20 hp.

Tier 1–2

Ulamon

Male human druid 2 N

Init +1; Senses **Perception +7**

DEFENSE

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

hp 17 (2d8+4)

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

OFFENSE

Speed 30 ft.

Melee **quarterstaff +2** (1d6+1)

Ranged **sling +2** (1d4+1)

Special Attacks **storm burst** (1d6+1 nonlethal damage, 5/day)

DRUID SPELLS (CL 2ND; CONC +4)

1st—*endure elements*, *obscuring mist*D, *pass without trace*, *shillelagh*

0 (at will)—*guidance*, *know direction*, *light*, *purify food and drink*

D Domain spell; Domain Weather

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STATISTICS

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

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

Feats Dodge, Self-Sufficient

Skills Climb +5, Heal +4, Knowledge (geography) +4, Knowledge (nature) +5, Perception +7, Survival +11, Swim +5 Languages Common, Druidic, Polyglot
SQ nature bond (Weather domain), nature sense, wild empathy +3, woodland stride

Combat Gear *potion of cure light wounds*, *scroll of summon nature's ally I*; **Other Gear** masterwork studded leather, quarterstaff, sling, elixir of swimming, feather token (anchor), *feather token (fan)*, 30 gp

TACTICS

Before Combat If Ulamon expects combat, he casts *shillelagh* on his quarterstaff.

During Combat Ulamon casts *obscuring mist* to give himself cover while he casts *shillelagh* if he hasn't done so yet. He attacks opponents from range with his *storm burst* ability, fighting in melee only if required.

Morale If Ulamon is the murderer, he fights to the death. If he is innocent, he attempts to parley from the onset of the battle, and surrenders unconditionally if brought below 5 hp.

Tier 4–5

Ulamon

Male human druid 5 N

Init +1; Senses **Perception +10**

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 38 (5d8+10)

Fort +6, **Ref +2**, **Will +7**; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 30 ft.

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

Ranged **sling +4** (1d4+1)

Special Attacks **storm burst** (1d6+2 nonlethal damage, 6/day), wild shape 5 hours/day

DRUID SPELLS (CL 5TH; CONC +8)

3rd—*call lightning*D, *cure moderate wounds*, *water breathing*

2nd—*aspect of the bear**, *barkskin*, *fog cloud*D, *resist energy*

1st—*alter winds**, *endure elements*, *obscuring mist*D, *pass without* (at will)—*guidance*, *know direction*, *light*, *purify food and drink*

D Domain spell; Domain Weather

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STATISTICS

Str 12, Dex 13, Con 14, Int 8, Wis 16, Cha 12

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

Feats Combat Casting, Dodge, Self-Sufficient, Skill Focus (Profession [sailor])

Skills Climb +5, Heal +5, Knowledge (geography) +7, Knowledge (nature) +9, Linguistics +0, Perception +10, Profession (sailor) +13, Survival +14, Swim +5 Languages Common, Druidic, Polyglot
SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +6, woodland stride

Combat Gear *potion of cure moderate wounds*, *scroll of summon nature's ally I*, *scroll of control water*; **Other Gear** +1 studded leather, quarterstaff, sling, astrolabe*, *elixir of swimming*, *feather token (anchor, 3)*, *feather token (fan)*, sextant*, 50 gp * See Advanced Player's Guide

TACTICS

Before Combat He casts *barkskin* and *resist energy* on himself and *shillelagh*.

During Combat Ulamon casts *fog cloud* to give himself cover while he casts *barkskin* and *shillelagh* if he hasn't done so yet. He attacks opponents from range with *call lightning* and his *storm burst* ability, fighting in melee only if required.

Morale If Ulamon is the murderer, he fights to the death. If innocent, he attempts to parley from the onset of the battle, and surrenders if brought below 10 hp.