

### **BEE SWARM**

*If used, the bees swarm victims for 1d3+1 rounds before dispersing*

N Diminutive vermin (swarm)

Init +1; Senses darkvision 60 ft.; Perception +9

#### DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits; Immune weapon damage

#### OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), poison

#### STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9

Base Atk +5; CMB —; CMD —

Skills Fly +11, Perception +9; Racial Modifiers +8 Perception

SQ swarm traits, vermin traits

#### SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

### **CAMEL, DROMEDARY**

N Large animal

Init +3; Senses low-light vision, scent; Perception +5

#### DEFENSE

AC 13, touch 12, flat-footed 10 (+3 Dex, +1 natural, –1 size)

hp 13 (2d8+4)

Fort +5, Ref +6, Will +0

#### OFFENSE

Speed 50 ft.

Melee bite +4 (1d4+6)

Special Attack spit (+3 ranged touch)

#### STATISTICS

Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4

Base Atk +1; CMB +6; CMD 19 (23 vs. trip)

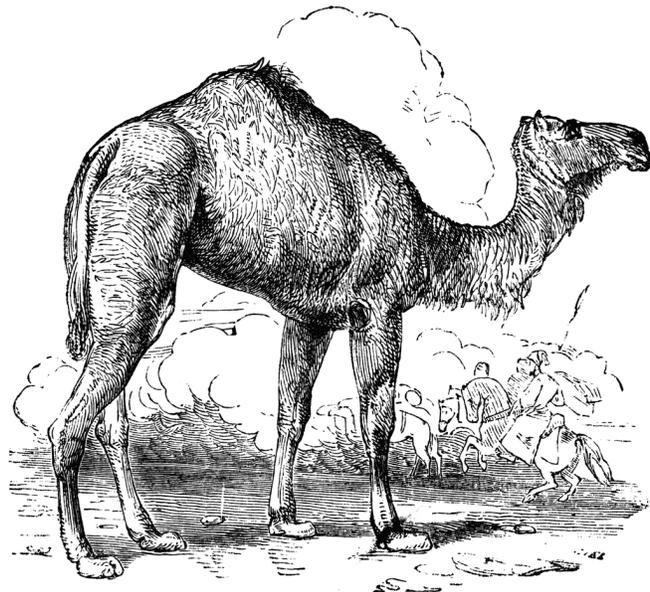
Feats Endurance

Skills Perception +5

#### SPECIAL ABILITIES

**Spit** (Ex) Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

**Tricks Known** (DC 10) come, heel, and stay



**JAMILA AL-SHAFAH** (Disguised Janni, Perception DC 26 to recognize)

N Medium outsider (native)

Init +6; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)

hp 39 (6d10+6)

Fort +6, Ref +7, Will +4

Resist fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

Melee scimitar +9/+4 (1d6+4/18-20)

Ranged composite longbow +8/+3 (1d8+3/×3)

Special Attacks change size

Spell-Like Abilities (CL 8th)

3/day—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), speak with animals

1/day—create food and water, ethereal jaunt (for 1 hour)

STATISTICS

Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Base Atk +6; CMB +9; CMD 22

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6,

Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, Auran, Infernal, Kelesh; telepathy 100 ft.

SQ elemental endurance

Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)

SPECIAL ABILITIES

**Change Size** (Sp) Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Elemental Endurance** (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**MAHMOUD & HOKAMA** ("Shopkeep" from Gamemastery Guide)

Human expert 3

N Medium humanoid

Init +0; Senses Perception +8

DEFENSE

AC 10, touch 10, flat-footed 10

hp 13 (3d8)

Fort +1, Ref +1, Will +4

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1/19-20) or unarmed +1 (1d3-1)

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

STATISTICS

Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12

Base Atk +2; CMB +1; CMD 11

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6,

Perception +8, Profession (merchant) +10, Sense Motive +9

Languages Common, Dwarven, Gnome, Halfling, Kelesh

Combat Gear smokestick, tanglefoot bag; Other Gear dagger, 433 gp worth of trade goods

**ATMAR** (“Village Idiot” from Gamemastery Guide)

Young Human commoner 1

N Small humanoid

Init +2; Senses Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 4 (1d6+1)

Fort +0, Ref +2, Will –1

OFFENSE

Speed 20 ft.

Melee broken knife –2 (1d3–1)

Ranged sling +3 (1d2–1)

STATISTICS

Str 8, Dex 15, Con 11, Int 4, Wis 9, Cha 10

Base Atk +0; CMB –1; CMD 10

Feats Catch Off-Guard, Endurance

Skills Climb +3, Perception +3

Languages Common, Kelesh

Gear broken knife, sling with 10 stones, water skin (x4), tin cup on a tether, turnip

**Role-play notes:** Atmar AKA The Waterboy will constantly pester the PCs to buy his water, insisting that his water is from the Pool of Sihbon and will quench their thirst better. If anyone buys water, he serves it to them in the same tin cup that everyone in the caravan drinks from. Water is 3cp a cup, exact change required. If any PC is generous or kind to Atmar, he will focus his solicitation on them. If the PCs refuse to buy his water, he will receive a beating from his owner Hokama for his failure.

**DROVER** (“Farmer” from Gamemastery Guide)

Human commoner 1/expert 1

N Medium humanoid

Init +0; Senses Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 10 (2 HD, 1d6+1d8+2)

Fort +1, Ref +0, Will +3

OFFENSE

Speed 30 ft.

Melee club +0 (1d6) or sickle +0 (1d6)

Ranged sling +0 (1d4) or club +0 (1d6)

STATISTICS

Str 11, Dex 10, Con 12, Int 10, Wis 13, Cha 9

Base Atk +0; CMB +0; CMD 10

Feats Animal Affinity, Skill Focus (Profession [farmer])

Skills Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4,

Profession (farmer) +9, Ride +7

Languages Common, Kelesh

Gear club, sickle, sling with 10 bullets

### **GOBLIN BRIGANDS**

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception –1

#### DEFENSE

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

hp 6 (1d10+1)

Fort +3, Ref +2, Will –1

#### OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d4/18–20)

Ranged short bow +4 (1d4/×3)

#### STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Gear (great helm and keffiyeh, light wooden shield, scimitar, short bow with 20 arrows, waterskin, pouch with 4 mica crystals worth 3 gp each.)

### **HOBGOBLIN LEADER**

Hobgoblin fighter 1

LE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +2

#### DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 Dodge, +2 shield)

hp 14 (1d10+4)

Fort +5, Ref +2, Will +1

#### OFFENSE

Speed 30 ft.

Melee masterwork scimitar +5 (1d6+2/18–20)

Ranged shortbow +3 (1d6/×3)

#### STATISTICS

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

Base Atk +1; CMB +3; CMD 15

Feats Dodge, Weapon Focus (scimitar)

Skills Perception +2, Stealth +5; Racial Modifiers +4 Stealth

Languages Common, Goblin

Gear (great helm and keffiyeh, heavy steel shield, masterwork scimitar, shortbow, quiver with 20 arrows, waterskin, pouch with a salt cellar holding 5 gp worth of salt and 6 mica crystals worth 3 gp each.)

## **HARPY**

CE Medium monstrous humanoid

Init +2; Senses darkvision 60 ft.; Perception +7

### DEFENSE

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

hp 38 (7d10)

Fort +4, Ref +7, Will +6

### OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)

Special Attacks captivating song

### STATISTICS

Str 12, Dex 15, Con 10, Int 7, Wis 12, Cha 17

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7,

Perform (song) +5

Languages Common

Gear (leather armor, morningstar, and other treasure)

### SPECIAL ABILITIES

**Captivating Song** (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.



## ***DJINNI***

CG Large outsider (air, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

### DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 52 (7d10+14)

Fort +4, Ref +9, Will +7

Immune acid

### OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18-20)

Space 10 ft.; Reach 10 ft.

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th)

At will—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only)

1/day—create food and water, create wine (as create water, but wine instead), gaseous form (for up to 1 hour), major creation (created vegetable matter is permanent), persistent image (DC 17), wind walk

### STATISTICS

Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15

Base Atk +7; CMB +12; CMD 27

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Wind Stance

Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

### SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

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