

ENCOUNTER: MAUSOLEUM

Scaling Combat

To accommodate a group of four PCs, use **Heir Apparent** instead of **Falconer** for Rhiannon Sarvio. She still has a horse and a hawk, but she is less capable of commanding them in combat.

RHIANNON SARVIO (FALCONER) CR 3

Human Aristocrat 5 (Pathfinder RPG NPC Codex 252)
CE Medium female humanoid (human)
Initiative +1
Senses Perception +10

DEFENSE

AC 15, **touch** 11, **flat-footed** 14 (+4 armor, +1 Dex)
hp 17 (5d8-5)
Fortitude +0
Reflex +4
Will +3

OFFENSE

Speed 30 ft.
Melee masterwork short sword +4 (1d6/19-20)
Ranged masterwork light crossbow +5 (1d8/19-20), 80ft

TACTICS

Before Combat: If she anticipates combat, Rhiannon mounts Zephyr and loads her crossbow.
During Combat: Rhiannon is cowardly, preferring mounted and ranged combat while she sends Triumph to harass spellcasters.
Morale: If brought below 5 hit points, Rhiannon surrenders. She expects to be ransomed back to her wealthy family.

STATISTICS

Str 10, **Dex** 12, **Con** 9, **Int** 11, **Wis** 8, **Cha** 14
Base Atk +3
CMB +3
CMD 14
Feats Lightning Reflexes, Mounted Combat, Skill Focus (Handle Animal, Perception)
Skills Climb +5, Diplomacy +9, Handle Animal +13, Knowledge (nobility) +7, Perception +10, Profession (falconer) +7, Ride +3, Survival +3
Languages Common
Combat Gear potion of cure light wounds, tanglefoot bag
Other Gear mithral chain shirt, masterwork light crossbow with 20 bolts, masterwork short sword, signal whistle, silver holy symbol, bit and bridle, riding saddle, saddlebags, 360 gp

RHIANNON SARVIO (HEIR APPARENT) CR 2

Human Aristocrat 4 (Pathfinder RPG NPC Codex 252)
CE Medium female humanoid (human)
Initiative +1
Senses Perception +3

DEFENSE

AC 17, **touch** 11, **flat-footed** 16 (+6 armor, +1 Dex)
hp 22 (4d8+4)
Fortitude +1
Reflex +2
Will +3

OFFENSE

Speed 30 ft.
Melee masterwork short sword +4 (1d6/19-20)
Ranged dagger +4 (1d4/19-20), 10ft

TACTICS

Before Combat: If she anticipates combat, Rhiannon mounts Zephyr and draws her dagger.
During Combat: Rhiannon is cowardly, preferring mounted and ranged combat while she sends Triumph to harass spellcasters.
Morale: If brought below 5 hit points, Rhiannon surrenders. She expects to be ransomed back to her wealthy family.

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13
Base Atk +3
CMB +3
CMD 14
Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness
Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense
Languages Common, Elven
Combat Gear oil of bless weapon, potion of cure moderate wounds, potion of spider climb;
Other Gear masterwork breastplate, dagger, masterwork longsword, noble's outfit, signet ring, 253 gp

COMBAT NOTES: Rhiannon has the **Mounted Combat** feat that can negate a hit to her horse with an opposed Ride check to the attack roll (immediate action, 1/round). **Reloading** a crossbow is a **Move equivalent action**. Zephyr will move Rhiannon and allow her to reload her crossbow. Strategically use the **Tanglefoot Bag** to slow down Melee fighters. Rhiannon will consume her **potion of cure light/moderate wounds** if almost brought down to 5hp.

ENCOUNTER: MAUSOLEUM

Scaling Combat

To accommodate a group of four PCs, instead use **heir apparent** Rhiannon Sarvio. She still has a horse and a hawk, but she is less capable of commanding them in combat.

TRIUMPH CR 1/3

Hawk (Pathfinder RPG Bestiary 131)
N Tiny animal
Initiative +3
Senses low-light vision
Perception +14

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 4 (1d8)
Fortitude +2
Reflex +5
Will +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +5 (1d4–2) Space 2-1/2 ft.;
Reach 0 ft.

TACTICS

During Combat: Triumph is sent out to harass spellcasters and will use flight to keep out of range of melee fighters.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7
Base Atk +0
CMB +1
CMD 9
Feats Weapon Finesse
Skills Fly +7, Perception +14
Racial Modifier +8 Perception

ZEPHYR CR 1

Combat trained light horse (Pathfinder RPG NPC Bestiary 177)
N Large animal
Initiative +2
Senses low-light vision, scent
Perception +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, –1 size)
hp 15 (2d8+6)
Fortitude +6
Reflex +5
Will +1

OFFENSE

Speed 50 ft.
Melee 2 hooves –2 (1d4+1)
Space 10 ft.
Reach 5 ft.

TACTICS

During Combat: Zephyr will move Rhiannon around as she reloads her crossbow. If Rhiannon engages in melee combat, Zephyr will use full-round actions to attack with it's hooves.

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Endurance, Run
Skills Perception +6

ENCOUNTER: MISTS

Scaling Combat

To accommodate a party of four PCs, give Sicklewit the fatigued condition as a result of her hurried flight here. In addition, the elk retreats from the combat after 1d4+1 rounds, at which point it considers its favor to the atomie complete.

SICKLEWIT CR 1

Atomie (Pathfinder RPG Bestiary 3 28)

CN Diminutive fey

Initiative +7

Senses low-light vision

Perception +7

DEFENSE

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

hp 9 (2d6+2)

Fortitude +1

Reflex +6

Will +5

Damage Reduction 2/cold iron

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee rapier +8 (1d2–2/18–20)

Space 1 ft.; **Reach** 0 ft.

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +10)

- Constant—speak with animals
- At will—dancing lights, reduce person (DC 15)
- 3/day—invisibility (self only)
- 1/day—shrink item

TACTICS

Before Combat While the PCs dig for treasure, Sicklewit casts invisibility, then speak with animals to persuade nearby wildlife to raise a threatening ruckus (the result is 1d6 Small and Medium animals growling or hissing). She also casts dancing lights (four spheres) on area B1.

During Combat Sicklewit recasts dancing lights, this time creating a humanoid shape beneath the (visible) bear's head, which she bears aloft towards the PCs. When she flies within 10 feet of the PC carrying the grim lantern, she throws the head (–4 on attack, 1d4 nonlethal damage), then attacks with her rapier.

Morale Sicklewit is more interested in stealing the grim lantern than defeating the PCs. If she sees the opportunity, she grabs it and cast shrink item to abscond with it more easily. She flees regardless if reduced to 4 or fewer hit points.

STATISTICS

Str 6, **Dex** 17, **Con** 13, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +1

CMB +0

CMD 8

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Sense Motive +6, Stealth +20

Languages Common, Sylvan; speak with animals

Other Gear mithral chain shirt, masterwork light crossbow with 20 bolts, masterwork short sword, signal whistle, silver holy symbol, bit and bridle, riding saddle, saddlebags, 360 gp

COMBAT NOTES: Sicklewit should take full advantage of her **Sneak Attack** and **Invisibility**. She will also cast **Reduce Person** on a Melee attacker that relies on strength.

If the PCs have the Grim Lantern in hand, Sicklewit will try to steal it. **Steal** is a standard action, requires a **CMD opposed check**, and provokes an **Attack of Opportunity**. Loosely attached items are easiest to steal. Items fastened (cloak, belt, pouch, sheathed weapon) are more difficult and grant a +5 bonus (or greater) to the CMD. Items that are closely worn (armor, backpacks, boots) cannot be stolen.

If the Grim Lantern is held in a PC's hand, Sicklewit will try to **disarm** the PC. A disarm is **standard action**, **CMD opposed check** and provokes an **Attack of Opportunity**. If Sicklewit exceeds the CMD by 10 or more, the PC will drop everything held including the weapons.

Don't forget about Sicklewit's **Damage Reduction**.

ENCOUNTER: MISTS

Scaling Combat

To accommodate a party of four PCs, give Sicklewit the fatigued condition as a result of her hurried flight here. In addition, the elk retreats from the combat after 1d4+1 rounds, at which point it considers its favor to the atomie complete.

SICKLEWIT (FATIGUED) CR 1

Atomie (Pathfinder RPG Bestiary 3 28)
CN Diminutive fey
Initiative +7
Senses low-light vision
Perception +7

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +4 size)
hp 9 (2d6+2)
Fortitude +1
Reflex +6
Will +5
Damage Reduction 2/cold iron

OFFENSE

Speed 10 ft., fly 50 ft. (good)
Melee rapier +6 (1d2–2/18–20)
Space 1 ft.; **Reach** 0 ft.
Special Attacks Sneak Attack +1d6
Spell-Like Abilities (CL 6th; concentration +10)

- Constant—speak with animals
- At will—dancing lights, reduce person (DC 15)
- 3/day—invisibility (self only)
- 1/day—shrink item

TACTICS

Before Combat While the PCs dig for treasure, Sicklewit casts *invisibility*, then *speak with animals* to persuade nearby wildlife to raise a threatening ruckus (the result is 1d6 Small and Medium animals growling or hissing). She also casts *dancing lights* (four spheres) on area B1.

During Combat Sicklewit recasts *dancing lights*, this time creating a humanoid shape beneath the (visible) bear's head, which she bears aloft towards the PCs. When she flies within 10 feet of the PC carrying the grim lantern, she throws the head (–4 on attack, 1d4 nonlethal damage), then attacks with her rapier.

Morale Sicklewit is more interested in stealing the grim lantern than defeating the PCs. If she sees the opportunity, she grabs it and cast shrink item to abscond with it more easily. She flees regardless if reduced to 4 or fewer hit points.

STATISTICS

Str 4, **Dex** 15, **Con** 13, **Int** 11, **Wis** 14, **Cha** 18
Base Atk +1
CMB +0
CMD 8
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Sense Motive +6, Stealth +20
Languages Common, Sylvan; speak with animals
Other Gear Tiny masterwork rapier

COMBAT NOTES: Sicklewit should take full advantage of her **Sneak Attack** and **Invisibility**. She will also cast **Reduce Person** on a Melee attacker that relies on strength.

If the PCs have the Grim Lantern in hand, Sicklewit will try to steal it. **Steal** is a standard action, requires a **CMD opposed check**, and provokes an **Attack of Opportunity**. Loosely attached items are easiest to steal. Items fastened (cloak, belt, pouch, sheathed weapon) are more difficult and grant a +5 bonus (or greater) to the CMD. Items that are closely worn (armor, backpacks, boots) cannot be stolen.

If the Grim Lantern is held in a PC's hand, Sicklewit will try to **disarm** the PC. A disarm is **standard action**, **CMD opposed check** and provokes an **Attack of Opportunity**. If Sicklewit exceeds the CMD by 10 or more, the PC will drop everything held including the weapons.

Don't forget about Sicklewit's **Damage Reduction**.

ENCOUNTER: MISTS

Scaling Combat

To accommodate a party of four PCs, give Sicklewit the fatigued condition as a result of her hurried flight here. In addition, the elk retreats from the combat after 1d4+1 rounds, at which point it considers its favor to the atomie complete.

ELK CR 1

River Elk (Pathfinder RPG Bestiary 3 147)

N Medium animal

Initiative +3

Senses low-light vision

Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 13 (2d8+6)

Fortitude +6

Reflex +8

Will +2

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+2), 2 hooves -2 (1d3+1)

TACTICS

During Combat The elk defends its friend Sicklewit.

Morale The elk flees when Sicklewit does or if reduced to 5 or fewer hit points. If this is a scaled down encounter, the elk will retreat after 1d4+1 rounds.

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1

CMB +3

CMD 16 (20 vs. trip)

Feats Lightning Reflexes, Run

Skills Perception +7

COMBAT NOTES: The Elk can engage in **full-round actions** against Melee fighters and do the Gore-Hoof-Hoof attack sequence.

Against Range fighters or Spellcasters, it will attempt a **Charge** maybe accompanied by a **Bullrush** or **Overrun** attack.

The Elk might also help out Sicklewit with **Aid Another** action.

ENCOUNTER: COLONY

Scaling Combat

To accommodate a group of four PCs, remove one enthralled guard from the encounter.

FOLLOTH TEAG CR 2

Local Celebrity (Pathfinder NPC Codex 27)

LE Male Humanoid (Human)

Initiative +1

Senses Perception +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fortitude +2

Reflex +4

Will +3; +4 vs. bardic performance, language dependent, and sonic

OFFENSE

Speed 30 ft.

Melee masterwork dagger +4 (1d4-1/19-20)

Ranged dagger +3 (1d4-1/19-20), 10 ft.

Special Attacks bardic performance 10 rounds/day (*countersong*, *distraction*, *fascinate*, *inspire competence* +2, *inspire courage* +1)

Bard Spells Known (CL 3rd; concentration +5)

- **1st (4/day)** - *charm person* (DC 14), *cure light wounds* (DC 13), *hypnotism* (DC 14), *sleep* (DC 14)
- **0 (at will)** - *daze* (DC 13), *detect magic*, *light*, *lullaby* (DC 13), *mage hand*, *resistance*

TACTICS

Before Combat If the PCs failed to earn enough successes in three rounds to escape the crowd quickly, Folloch has recovered a *scroll of grease* and consumed a *potion of mage armor* (increasing his AC by 3).

During Combat The bard uses bardic performance to bolster his entourage, and spells to impede enemies.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 12

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +9, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

Special Qualities bardic knowledge +1, versatile performance (act)

Combat Gear potion of invisibility

Other Gear masterwork dagger, bracers of armor +1, 48 gp

ENTHRALLED GUARDS (2) CR 1

Brigand (Pathfinder NPC Codex 266)

LN Male Humanoid (Human)

Initiative -1

Senses Perception +0

DEFENSE

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

hp 15 (2d10+4)

Fortitude +4

Reflex +1

Will -2

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3), 100 ft.

TACTICS

During Combat The warriors snipes with arrows until their foes are close, then use their swords. They hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2

CMB +3

CMD 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear potion of cure light wounds, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);

Other Gear leather armor, longbow with 20 arrows, longsword, sap, 48 gp

Special Qualities:

Muddled Thoughts (Su): As a result of their long-term exposure to the mesmeric baton, the enthralled guards take a -2 penalty on initiative checks, Will saves, and attack rolls made to perform attacks of opportunity.

COMBAT NOTES: Folloch's bardic songs and spells can be very powerful. A strategically used **Sleep** spell can put the entire PC party asleep. Use it with caution as it can result in killing the entire party. The **Fascinate** bardic performance is a more effective way to slow-down the PCs during the fight and usage of **Cure Light Wounds**.

ENCOUNTER: CRASH

Scaling Combat

To accommodate a group of four PCs, remove one of the Kellid Ragers from the encounter.

KELLID RAGERS (2) CR 1/2

Savage Mercenary (Pathfinder NPC Codex 10)
CN Male Humanoid (Human)
Initiative +1; **Senses** Perception +5

DEFENSE

NORMAL

AC 17, touch 11, flat-footed 16 (+6 armor,+1 Dex)
hp 15 (1d12+3)
Fortitude +4; **Reflex** +1; **Will** +1

RAGING

AC 15, touch 9, flat-footed 14 (+6 armor,+1 Dex,-2 rage)
hp 17 (1d12+5)
Fortitude +6; **Reflex** +1; **Will** +3

OFFENSE

NORMAL

Melee greatsword +4 (2d6+7/19-20) or heavy flail +4 (1d10+7/19-20)
Range sling +2 (1d4+3), 50 ft.

RAGING

Melee greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

Speed 30 ft.

Special Attacks rage (6 rounds/day)

TACTICS

During Combat The Kellid ragers focus on the PC carrying the bracelet, refraining from using Power Attack until it becomes apparent that the PC is being shielded from their attacks. The rager will use her flail weapon to make disarm and trip combat maneuvers.

Morale Unwilling to face the shame of defeat, the ragers fight to the death.

STATISTICS

Str 17 (21 raging), **Dex** 13, **Con** 14 (18 raging), **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Cleave, Power Attack

Skills Climb +3 (+5 raging), Knowledge (nature) +4, Perception +5, Survival +5, Swim +3 (+5 raging)

Languages Common

Special Qualities fast movement

Combat Gear potion of cure light wounds, potion of remove fear, alchemist's fire

Other Gear breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

KELLID WARRIORS (2) CR 1/2

Brigand (Pathfinder NPC Codex 266)
LN Male Humanoid (Human)
Initiative +1
Senses Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 15 (2d10+4)
Fortitude +4
Reflex +1
Will +0

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3), 100 ft.

TACTICS

During Combat The warriors snipes with arrows until their foes are close, then use their swords. They hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2

CMB +3

CMD 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear potion of cure light wounds, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);

Other Gear leather armor, longbow with 20 arrows, longsword, sap, 48 gp

COMBAT NOTES: The Ragers should try to take advantage of the **Alchemist's Fire** before raging. Usage of the **potion of cure light wounds** can prolong this encounter. Strategically use Range attacks by all before going into Melee. Once in Melee, the Ragers should immediately rage.

ENCOUNTER: WEBS

Scaling Combat

To accommodate a party of four PCs, give one giant spider the young simple template (Pathfinder RPG Bestiary 295).

GIANT SPIDER (2/1) CR 1

Giant Spider (Pathfinder RPG Bestiary 258)
N Medium vermin
Initiative +4
Senses darkvision 60 ft., tremorsense 60 ft.
Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 16 (3d8+3)
Fortitude +4, **Reflex** +4, **Will** +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +2 (1d6 plus poison)
Special Attacks

- Web (+5 ranged, DC 12, hp 2)
- Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

TACTICS

Before Combat Two giant spiders hide in the canopy webs. A PC can spot the spiders with a successful DC 17 Perception check.

During Combat The spider will only attack if the PCs if they get within 10ft of their nest or a spider. If the PCs have not spotted the spiders, the spider will receive a surprise round in which they will try to use their webs to ensnare the party and then poison them with their bites.

Morale The Giant Spiders will defend their nest to the death. If the PCs retreat, one spider will pursue for 1d6 minutes.

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** -, **Wis** 10, **Cha** 2
Base Atk +2
CMB +2
CMD 15 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);
Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

YOUNG GIANT SPIDER (1) CR 1

Giant Spider (Pathfinder RPG Bestiary 258)
N Small vermin
Initiative +6
Senses darkvision 60 ft., tremorsense 60 ft.
Perception +4

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dexl)
hp 16 (3d8+3)
Fortitude +2, **Reflex** +6, **Will** +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite (1d4 plus poison)
Special Attacks

- **Web** (+5 ranged, DC 12, hp 2)
- **Poison** (Ex) Bite - injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

TACTICS

Before Combat Two giant spiders hide in the canopy webs. A PC can spot the spiders with a successful DC 17 Perception check.

During Combat The spider will only attack if the PCs if they get within 10ft of their nest or a spider. If the PCs have not spotted the spiders, the spider will receive a surprise round in which they will try to use their webs to ensnare the party and then poison them with their bites.

Morale The Giant Spiders will defend their nest to the death. If the PCs retreat, one spider will pursue for 1d6 minutes.

STATISTICS

Str 7, **Dex** 21, **Con** 8, **Int** -, **Wis** 10, **Cha** 2
Base Atk +2
CMB -1
CMD 15 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);
Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ENCOUNTER: SILVERHEX

Scaling Combat

If the group consists of only four PCs, an assassin guild master has poisoned the two killers-in-training to further test their limits during this mission. As a result, both Vessels Between take a –1 penalty on attack and damage rolls as well as on skill checks.

VESSEL BETWEEN SNIPER CR 1
Town Watcher (Pathfinder RPG NPC Codex 128) LE Halfling Ranger 2 Initiative +3; Senses Perception +8
DEFENSE
AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size) hp 15 (2d10) Fortitude +4, Reflex +7, Will +2; +2 vs. fear
OFFENSE
Speed 20 ft. Melee short sword +4 (1d4+1/19-20) Ranged masterwork shortbow +7 (1d4/x3), 60 ft. Special Attacks favored enemy (human +2)
TACTICS
Before Combat The sniper attempts to approach stealthily.
During Combat The assassins are taught to leave no witnesses. If the sniper sees the PCs, she perceives them as bodyguards that must be neutralized first—especially any humans or spellcasters. The sniper will use his shortbow and thunderstone to target players.
Morale To fail the guild is death. The assassin neither surrenders nor retreats.
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 Special Qualities 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

COMBAT NOTES: Remember to add the Sniper's **Favored Enemy** bonus to Attack and Damage rolls. A combo would be the Striker to use **Stunning Fist** on a target and the Sniper to attack after. The Striker also has the **Scorpion Style** feat allowing for an Unarmed Strike to reduce the target's speed to 5 ft. for 2 rounds (DC Fort 13).

VESSEL BETWEEN STRIKER CR 1	
Bullying brawler (Pathfinder RPG NPC Codex 96) LE Male Humanoid (Human) Monk 2 Initiative +5; Senses Perception +7	
DEFENSE	
AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis) hp 17 (2d8+5) Fortitude +5, Reflex +4, Will +5 Defensive Abilities evasion	
OFFENSE	
Speed 30 ft.	
NORMAL	BULL'S STRENGTH
Melee <ul style="list-style-type: none"> • Unarmed strike +3 (1d6+4) • Masterwork nunchaku +4 (1d6+4) • Masterwork nunchaku with flurry of blows +2/+2 (1d6+4) Ranged light crossbow +2 (1d8/19-20), 80 ft.	Melee <ul style="list-style-type: none"> • Unarmed strike +5 (1d6+4) • Masterwork nunchaku +6 (1d6+4) • Masterwork nunchaku with flurry of blows +4/+4 (1d6+4) Ranged light crossbow +2 (1d8/19-20), 80 ft.
Special Attacks flurry of blows, stunning fist (2/day, DC 13)	
TACTICS	
Before Combat The striker attempts to approach stealthily. He does not drink his potion of bull's strength until he spots one of the PCs.	
During Combat The assassins are taught to leave no witnesses. If he sees the PCs, the striker judges them as more of a threat than Ulisha and focuses attacks on them. The striker uses flurry of blows whenever possible and focuses on the largest melee threat. If reduced to 5 hit points or fewer, he withdraws to drink one of his potions of cure light wounds before returning to the fray.	
STATISTICS	
Str 15 (19 Bull's Strength), Dex 12, Con 15, Int 8, Wis 14, Cha 10 Base Atk +1; CMB +3 (+5 Bull's Strength); CMD 17 (19 Bull's Strength) Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5 Languages Common Combat Gear potion of bull's strength, potions of cure light wounds (2), acid (2); Other Gear light crossbow with 20 bolts, masterwork nunchaku, 23 gp	

ENCOUNTER: SILVERHEX

Scaling Combat

If the group consists of only four PCs, an assassin guild master has poisoned the two killers-in-training to further test their limits during this mission. As a result, both Vessels Between take a –1 penalty on attack and damage rolls as well as on skill checks.

ULISHA CR 1/2

Female Bard 1
N Medium humanoid (human, orc)
Initiative+3; **Senses** Perception -1

DEFENSE

AC 15, **touch** 11, **flat-footed** 14 (+3 armor, +1 Dex, +1 shield)
hp 9 (1d8+1)
Fort +1, **Ref** +3, **Will** +1
Defensive Abilities orc ferocity (see special qualities)

OFFENSE

Speed 30 ft.
Melee Silverhex +1 (1d6)
Ranged light crossbow +1 (1d8/19–20), 80 ft.
Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1)
Bard Spells Known (CL 1st; concentration +3)

- **1st (2/day)** - *comprehend languages, cure light wounds*
- **0 (at will)**—*detect magic, know direction, mending, read magic*

TACTICS

Before Combat If Ulisha is warned she attempts to talk the PCs into planning an ambush. If the PCs did not arrive before the assassins, she has already used one of her first-level spells, half of her rounds of bardic performance, and her orc ferocity.

During Combat Ulisha she supports any allies using her *inspire courage* bardic performance and her healing magic. If the PCs arrive after the assassins do, Ulisha treats the new arrivals as allies for the purposes of her bardic performance.

Morale So long as the PCs are still fighting alongside her, Ulisha fights until incapacitated. If the PCs flee or are defeated with little chance of her winning, she retreats.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Knowledge [history])

Skills Intimidate +4, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (history) +11, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Linguistics +7, Perform (oratory) +6, Survival +0;

Racial Modifiers +2 Intimidate

Languages Azlanti, Common, Draconic, Giant, Hallit, Orc

Special Qualities bardic knowledge +1, orc blood, orc ferocity: once per day, when brought below 0 hit points but not killed, she can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, she immediately falls unconscious and begins dying.

Combat Gear scroll of cure light wounds, wand of identify (8 charges), wand of comprehend languages (6 charges), wand of expeditious retreat (6 charges)

Other Gear studded leather, buckler, Silverhex (+1 spell storing alchemical silver sickle), light crossbow with 10 bolts, 4 gp

COMBAT NOTES: Ulisha is better using **range attacks** than attacking in Melee. She should always be maneuvering herself in case the assassins come to close. Her **Fascinate** bardic performance has a pretty weak DC so she shouldn't rely on it. As the Tactics suggest, **Inspire Courage** is a better bardic performance for her to engage. Her **Wand of Expeditious Retreat** can be strategically used to increase the movement for herself and allies. If brought below 0 hit points, she will use her **Orc Ferocity** to heal herself using either her Cure Light Wounds spell or scroll.