

SCIONS OF THE SKY KEY PART 3

ENCOUNTER DETAILS AND STAT BLOCKS

Location	Low Tier	4 Player Low	High Tier	4 Player High
A6	2 Kobold Snipers	No change	2 Kobold Snipers 1 Kobold Arbalester	No change
B	Variant Basilisk	18hp, Gaze DC11	Basilisk	HP36, Gaze DC 14
C	Golden Guardian	No change	Golden Guardian	No change
C	2 Kobolds 1 Sniper 1 Bomber Nahtok (noncom)	-1 Sniper	1 Sniper 2 Bombers 2 Blades Nahtok (noncom)	-1 Bomber -1 Blade
C Wave 1	Kamektah 3 Mercenaries 1 Hyena	-1 Mercenary	Kamektah 3 Mercenaries 1 adv Leopard	Use 1-2 Mercenaries
C Wave 2	Zaril 3 Mercenaries	-1 Mercenary	Zaril 3 Mercenaries	Use 1-2 Mercenaries

ALL TIERS KOBOLDS

KOBOLD CR ¼ Kobold warrior 1 LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +4, Speed 30

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

Melee spear +1 (1d6–1) **Ranged** sling +3 (1d3)

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

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +4, Stealth +6; **Racial Modifiers** +2 Craft (trapmaking), +2

Perception, +2 Profession (miner) **Languages** Common, Draconic

KOBOLD SNIPER CR ½ Kobold fighter 1 LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Speed 30

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 12 (1d10+2)

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

Melee short sword +1 (1d4–1/19–20) **Ranged** mwk light crossbow +6 (1d6/19–20)

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

KOBOLD ARBALESTER CR 3 Kobold fighter 4 LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2, Speed 30

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1 **Weaknesses** light sensitivity

Melee mwk rapier +6 (1d4/18–20)

Ranged mwk light crossbow +11 OR +9/9 (1d6+2/19–20)

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Point Blank Shot, Rapid Shot, Rapid Reload, Weapon Focus, Weapon Spec

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13 **Languages** Common, Draconic

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD BOMBER CR 1 Kobold alchemist (alchemical trapper) 2 LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +3, Speed 30

AC 21, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1/3 natural, +1 size)

hp 12 (2d8)

Fort +2, **Ref** +6/8, **Will** +1/0; +2 vs. poison

Weaknesses light sensitivity

Melee mwk spear +2 (1d6–1/×3) **Ranged** sling +5 or 7 (1d3–1)

Special Attacks bomb 6/day (1d6+2 fire, DC 13, +5 or 7), bomb trap*

Alchemist Extracts Prepared (CL 2nd)

1st—*adjuring step*, *endure elements*, *shield*

Str 8, **Dex** 16/20, **Con** 8, **Int** 15, **Wis** 13/11, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12/14

Feats Brew Potion, Extra BombsAPG, Throw Anything

Skills Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner) **Languages** Common, Draconic, Gnome, Goblin

SQ alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use

Combat Gear *potion of invisibility*, acid, alchemist's fire (3); **Other Gear** chain shirt, mwk spear, sling, 8 gp

KOBOLD BLADE CR 3 Kobold fighter 4 LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2, Speed 30

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, **Ref** +5, **Will** +1 (+1 vs. fear) bravery +1

Weaknesses light sensitivity

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise (-2/+2), Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

NAKTOK (non combatant)

KOBOLD MASTER TRAPPER CR 4 Kobold rogue 5 LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11, Speed 30

AC 15, touch 9, flat-footed 15 (+5 armor, +0 Dex, +1 natural, +1 size, -2 blind)

hp 31 (5d8+5)

Fort +2, **Ref** +10, **Will** +2 **Defensive Abilities** evasion, trap sense +1, uncanny dodge

Weaknesses BLIND

Melee dagger +3 (1d3–1/19–20) **Ranged** mwk shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

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

Base Atk +3; **CMB** +1; **CMD** 15

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])

Skills Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty, rogue talents (trap spotter, cunning trigger), trapfinding +2

Combat Gear *necklace of fireballs I*; **Other Gear** +1 *chain shirt*, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp

TIER 1-2 BASILISK

STINKEYE CR 2 Variant young basilisk N Small magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10, Speed 20

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 27 (5d10)

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

Melee bite +7 (1d6+1)

Special Attacks gaze

Str 12, **Dex** 12, **Con** 11, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 16 (28 vs. trip)

Feats Blind-Fight, Great Fortitude, Skill Focus (Perception)

Skills Perception +10, Stealth +10

Gaze (Ex) Calcify and harden flesh (1d4 Dex damage), range 30 feet, Fortitude DC 12 negates. A creature that is reduced to 0 Dexterity by the basilisk's gaze immediately turns to stone (as *flesh to stone*). A creature restored to flesh has its Dexterity damage caused by basilisk gaze removed, but not any existing Dexterity damage from other sources. The save DC is Constitution-based.

TIER 4-5 BASILISK

Basilisk CR 5 N Medium [magical beast](#)

Init -1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +10, Speed 20

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 52 (7d10+14)

Fort +9, **Ref** +4, **Will** +5

Melee bite +10 (1d8+4)

Str 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 19 (31 vs. trip)

Feats [Blind-Fight](#), [Great Fortitude](#), [Iron Will](#), [Skill Focus](#) ([Perception](#))

Skills [Perception](#) +10, [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

Gaze (Ex) Turn to stone permanently (as [flesh to stone](#)), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

ALL TIERS

THE GOLDEN GUARDIAN CR 7 Variant giant metal-clad (gold) gargoyle CN Large monstrous humanoid (earth)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Speed 30, Fly 50

AC 17, touch 7, flat-footed 17 (–2 Dex, +10 natural, –1 size)

hp 84 (8d10+40) **DR 10/Magic, LIGHT FORTIFICATION (25% CHANCE TO NEGATE SA/CRIT)**

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

Defensive Abilities Resist fire 10

Weaknesses vulnerable to electricity

Melee 2 claws +11 (1d6+4), bite +11 (1d8+4), gore +11 (1d8+4)

Space 10 ft.; Reach 10 ft.

TACTICS

During Combat Using Flyby Attack, the gargoyle swoops down, makes a gore attack, and retreats to a safe distance.

Morale If the PCs do not use the dwarven talisman in the first round of combat, remind them of its importance. Breaking open the talisman reveals a piece of metal with an ancient symbol engraved on it. Upon seeing it, the Golden Guardian immediately calms down and utters, "Welcome, friends of Ashkurhall." The Golden Guardian attacks the PCs until they either present the talisman or retreat. It does not pursue fleeing PCs.

Str 19, **Dex** 6, **Con** 20, **Int** 10, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +13; **CMD** 21

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (fly)

Skills Fly +10, Intimidate +11, Perception +9, Profession (miner) +5, Stealth +3; **Racial Modifiers** –4 Acrobatics, –4 Climb, –4 Escape Artist, +4 Profession (miner), –4 Sleight of Hand, –2 Stealth (+4 in stony environs), –4 Swim

Languages Common, Terran

SQ freeze

TIER 1-2 WAVE 1

KAMEKTAH THE HUNTRESS, Savage Mercenary, CN Human Barbarian 1

Init +1; **Senses** Perception +5, Speed 30

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +3

Melee Scorpion Whip +6 (1d4+5) OR +5 (1d4+7) Reach 15'

Special Attacks rage (6 rounds/day)

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8 **Base Atk** +1; **CMB** +6; **CMD** 15

Feats Power Attack, EWP Scorpion Whip

Skills Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5 **Languages** Common

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

BRIGAND, NE Human Warrior 2

Init +1; **Senses** Perception +0, Speed 30

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

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

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

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

HYENA CR 1 N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7, Speed 50

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

hp 13 (2d8+4)

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

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

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills Perception +7, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

TIER 4-5 WAVE 1

KAMEKTAH THE HUNTRESS, CN Half Orc Barbarian 3

Init +1; **Senses** darkvision 60 ft.; Perception +6, Speed 30

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage), **UNCANNY DODGE**

hp 40 (3d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

Melee mwk greataxe +9 (1d12+7/×3) OR +8 (1d12+10/×3) **Ranged** mwk sling +5 (1d4+5)

Special Attacks rage (10 rounds/day), rage powers (intimidating glare, Move action to demoralize)

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12 **Base Atk** +3; **CMB** +8; **CMD** 17

Feats Intimidating Prowess, Power Attack

Skills Climb +7, Intimidate +14, Perception +6, Survival +4, Swim +5, **Languages** Common, Orc

Combat Gear *potion of cure light wounds*, *potion of lesser restoration*, *potion of protection from good*; **Other**

Gear mwk chainmail, mwk greataxe, mwk sling with 10 bullets, climber's kit, 250 gp

ASPIS AGENTS CE Human Ranger 3

Init +1; **Senses** Perception +7, Speed 30

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

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

Melee 2 mwk handaxes +6 (1d6+3/×3) **Ranged** mwk heavy crossbow +5 (1d10/19–20)

Special Attacks favored enemy (humans +2)

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8 **Base Atk** +3; **CMB** +6; **CMD** 17

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7 **Languages** Common

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potion of hide from animals*; **Other**

Gear masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts

ADVANCED LEOPARD CR 3 N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +7, Speed 30, Climb 20

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 25 (3d8+12)

Fort +7, **Ref** +9, **Will** +4

Melee bite +8 (1d6+5 plus grab at +11), 2 claws +8 (1d3+5)

Special Attacks pounce, rake (2 claws +8, 1d3+5)

Str 20, **Dex** 23, **Con** 19, **Int** 2, **Wis** 17, **Cha** 10 **Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 23 (27 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +10, Climb +13, Perception +7, Stealth +13 (+17 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

TIER 1-2 WAVE 2 (5 rounds after wave 1)

ZARIL NAMOTH CR 2 Male human inquisitor of Angazhan 3 NE Medium humanoid (human)

Init +4; **Senses** Perception +6, Speed 60

AC 19, touch 15, flat-footed 16 (+4 armor, +2 deflection, +2 Dex, +1 dodge)

hp 23 (3d8+6) **FAST HEALING 2 FROM JUDGMENT**

Fort +4, **Ref** +3/2, **Will** +5

Melee mwk longspear +5 (1d8+3/×3) or mwk kukri +5 (1d4+2/18–20)

ENLARGED: Longspear +5 (1d10+4)

Special Attacks enlarge (5 rounds/day)

Inquisitor Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect alignment*

Inquisitor Spells Known (CL 3rd; concentration +3)

1st (4/day)—*cause fear* (DC 13), *cure light wounds*, *expeditious retreat*, *shield of faith*

0 (at will)—*create water*, *daze* (DC 12), *detect magic*, *guidance*, *light*, *stabilize*

Domain Growth

Str 15/17, **Dex** 14/12, **Con** 12, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 19

Feats Combat Reflexes, Dodge, Mobility, Paired Opportunists

Skills Bluff +6, Climb +6, Diplomacy +6, Intimidate +7, Knowledge (nature) +3, Knowledge (religion) +3, Linguistics +1, Perception +6, Sense Motive +7, Stealth +6, Survival +6

Languages Abyssal, Common, Polyglot

SQ cunning initiative, judgment 1/day, monster lore +2, solo tactics, stern gaze, track +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2); **Other Gear** mwk

chain shirt, mwk longspear, mwk kukri, *everburning torch*, wooden unholy symbol of Angazhan, spell

component pouch, 34 gp

BRIGAND, NE Human Warrior 2

Init +1; **Senses** Perception +0, Speed 30

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

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

Melee longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal) **Ranged** longbow +3 (1d8/×3)

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

TIER 4-5 WAVE 2 (5 rounds after wave 1)

ZARIL NAMOTH CR 5 Male human fighter 1/inquisitor of Angazhan 5 NE Medium humanoid (human)
Init +4; **Senses** Perception +8, Speed 60

AC 20, touch 15, flat-footed 17 (+5 armor, +2 deflection, +2 Dex, +1 dodge), **+4 versus OA's**
hp 55 (6 HD; 1d10+5d8+23) **FAST HEALING 2 (JUDGMENT)**
Fort +9, **Ref** +3, **Will** +6

Melee +1 longspear +8 (1d8+5/x3), OR +6 (1d8+11/x3) OR mwk kukri +8 (1d4+3/18–20)
ENLARGED: +8 (1d10+7/x3) OR +6 (1d10+13/x3) (+2/2D6 if Bane applies)
Special Attacks BANE (5 rounds/day, +2 TO HIT, +2D6 DAMAGE), enlarge (5 rounds/day)

Inquisitor Spell-Like Abilities (CL 5th; concentration +7)

At will—*detect alignment*

5 rounds/day—*discern lies*

Inquisitor Spells Known (CL 5th; concentration +5)

2nd (3/day)—*hold person* (DC 14), *invisibility*, *silence* (DC 14)

1st (5/day)—*cause fear* (DC 13), *cure light wounds*, *expeditious retreat*, *shield of faith*

0 (at will)—*create water*, *daze* (DC 12), *detect magic*, *guidance*, *light*, *stabilize*

Str 16/18, **Dex** 14/12, **Con** 16, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 22

Feats **Combat Reflexes, Dodge, Mobility, Paired Opportunists, Power Attack, Spring Attack**

Skills Bluff +8, Climb +7, Diplomacy +8, Intimidate +10, Knowledge (nature) +4, Knowledge (religion) +4, Linguistics +1, Perception +8, Sense Motive +9, Stealth +6, Survival +7

Languages Abyssal, Common, Polyglot

SQ cunning initiative, judgment 2/day, monster lore +2, solo tactics, stern gaze, track +2

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, alchemist's fire (2); Other Gear +1 *chain shirt*, +1 *longspear*, mwk kukri, *everburning torch*, wooden unholy symbol of Angazhan, spell component pouch, 6 gp.

ASPIS AGENTS CE Human Ranger 3

Init +1; **Senses** Perception +7, Speed 30

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

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

Melee 2 mwk handaxes +6 (1d6+3/x3) **Ranged** mwk heavy crossbow +5 (1d10/19–20)

Special Attacks favored enemy (humans +2)

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8 **Base Atk** +3; **CMB** +6; **CMD** 17

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7 **Languages** Common

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potion of hide from animals*; **Other Gear** masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts