

The Firsly Unicorn

Tier 1-2

JUVENILE HIPPOGRIFF

CR 1

Young hippogriff (*Pathfinder RPG Bestiary 2* 293, 156)

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 16 (3d10)

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

OFFENSE

Speed 40 ft., fly 100 ft. (average)

Melee bite +3 (1d4), 2 claws +3 (1d3)

TACTICS

Before Combat Kitten-like, the juvenile beast does not understand the crisis of the lost eggs. Instead, it just wants to roughhouse, although its form of play is potentially lethal for its targets.

During Combat The hippogriff charges and bites the PC wearing the flashiest clothing. Then it delivers full attacks, switching targets if anyone else attacks it. A PC who succeeds at a DC 15 Sense Motive check discerns that the hippogriff is merely trying to play. It does not pursue PCs that leave the turret.

Morale A PC who succeeds at a DC 20 Handle Animal check or a DC 18 wild empathy check as a standard action convinces the hippogriff to retreat to its perch. As a free action, any of its three pseudodragon parents can make it stand down with a telepathic command. Otherwise, the hippogriff flees if it is reduced to 6 hit points or fewer.

STATISTICS

Str 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +3; **CMD** 18 (22 vs. trip)

Feats Dodge, Wingover

Skills Acrobatics +4 (+8 to jump), Fly +9, Perception +9; **Racial Modifiers** +4 Perception

PSEUDODRAGON

CR 1

Pathfinder RPG Bestiary 2 229

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 15 (2d12+2)

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

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +6 (1d3-2 plus poison), bite +6 (1d2-2)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages Draconic; telepathy (60 ft.)

DESCRIPTION

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.

SPECIAL ABILITIES

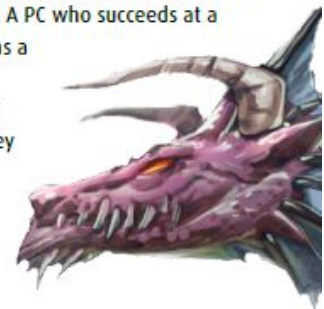
Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

TACTICS

Before Combat 1d4 rounds after combat begins, the hippogriff's pseudodragon sire flies in through the eastern window.

During Combat The pseudodragon attacks PCs threatening the hippogriff, or any PCs attempting to steal an egg (see Treasure below). He telepathically yells to them, "Get out, friends of egg thieves!" Even if the PCs are not attempting to steal eggs, he assumes they are friends of Craik.

Morale Though he fights furiously, the pseudodragon is willing to hear reason. A PC who succeeds at a DC 20 Diplomacy check as a standard action or who returns a stolen egg can initiate a telepathic parley (see Development below). However, if the PCs steal an egg or kill any member of his clutch (including the hippogriff), the pseudodragon fights to the death.



Tier 4-5

ANGRY PSEUDODRAGONS (3) CR 2

Advanced pseudodragons (*Pathfinder RPG Bestiary* 224, 229)

NG Tiny dragon

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 19 each (2d12+6)

Fort +6, **Ref** +7, **Will** +6

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee bite +8 (1d2), sting +8 (1d3)

Space 2-1/2 ft.; **Reach** 0 ft.

TACTICS

Before Combat As in Subtier 1-2, except three pseudodragons arrive simultaneously from different windows.

During Combat As in Subtier 1-2.

Morale As in Subtier 1-2, except the Diplomacy skill check DC is 24. The PCs either convince all of the pseudodragons to stand down or none of them.

STATISTICS

Str 11, **Dex** 19, **Con** 17, **Int** 14, **Wis** 16, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse^a

Skills Acrobatics +4 (-4 when jumping), Diplomacy +7, Fly +17, Perception +8, Sense Motive +8, Stealth +21 (+25 in Forests), Survival +8; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages telepathy 60 ft.

SQ poison

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



JUVENILE HIPPOGRIFF CR 1

Young hippogriff (*Pathfinder RPG Bestiary* 2 293, 156)

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 16 (3d10)

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

OFFENSE

Speed 40 ft., fly 100 ft. (average)

Melee bite +3 (1d4), 2 claws +3 (1d3)

TACTICS

Before Combat Kitten-like, the juvenile beast does not understand the crisis of the lost eggs. Instead, it just wants to roughhouse, although its form of play is potentially lethal for its targets.

During Combat The hippogriff charges and bites the PC wearing the flashiest clothing. Then it delivers full attacks, switching targets if anyone else attacks it. A PC who succeeds at a DC 15 Sense Motive check discerns that the hippogriff is merely trying to play. It does not pursue PCs that leave the turret.

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STATISTICS

Str 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +3; **CMD** 18 (22 vs. trip)

Feats Dodge, Wingover

Skills Acrobatics +4 (+8 to jump), Fly +9, Perception +9; **Racial Modifiers** +4 Perception

Kendall Amphitheater

Tier 1-2

ANKHEG

CR 3

Pathfinder RPG Bestiary 15

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 28 (3d10+12)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit acid

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, **Perception** +8

ECOLOGY

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 half). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

TACTICS

During Combat The ankheg climbs onto the stage and attacks the nearest target with its bite and grab attack. It attempts to drag its prey beneath the stage, but drops that foe and switches targets if attacked.

Morale If reduced to half its hit points, the ankheg spits acid and then attempts to retreat underground.

Symbol

Tier 4-5

ADVANCED ANKHEGS (2)

CR 4

Advanced ankhegs (Pathfinder RPG Bestiary 294, 15)

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +10

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 34 each (3d10+18)

Fort +8, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +7 (2d6+7 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit acid

TACTICS

As in Subtier 1-2.

STATISTICS

Str 20, **Dex** 14, **Con** 21, **Int** 5, **Wis** 17, **Cha** 10

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21

Feats Skill Focus (Perception), Toughness

Skills Climb +10, **Perception** +10

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 16 half). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Gorlak (Both subtiers)

DOOM PROPHET

CR 2

Pathfinder RPG NPC Codex 245

Half-orc adept 4

CE Medium humanoid (human, orc)

Init +0; Senses darkvision 60 ft.; Perception +2

DEFENSE

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

hp 30 (4d6+16)

Fort +3, Ref +1, Will +6

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Ranged mwk sling +3 (1d4+4)

Adept Spells Prepared (CL 4th; concentration +6)

2nd—*darkness*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *command* (DC 13)

0 (at will)—*detect magic*, *guidance*, *read magic*

TACTICS

Before Combat The doom prophet reads his *scrolls of bear's endurance* and *bull's strength*.

Base Statistics Without *bear's endurance* and *bull's strength*, the doom prophet's statistics are hp 22; Fort +1; Melee mwk heavy mace +5 (1d8+2); Ranged mwk sling +3 (1d4+2); Str 14, Con 11; CMB +4; CMD 14.

STATISTICS

Str 18, Dex 10, Con 15, Int 9, Wis 14, Cha 8

Base Atk +2; CMB +6; CMD 16

Feats Skill Focus (Intimidate), Toughness

Skills Fly +3, Intimidate +7, Knowledge (religion) +3

Languages Common, Orc

SQ orc blood, summon familiar (bat), weapon familiarity

TACTICS

During Combat A coward at heart, Gorlak does not attack the PCs outright, but he tries to goad them into harming him, so that he may revel in holy pain.

Morale Gorlak continues hounding the PCs until they reach the Green Market unless one of them drives him away

Goldtooth Tier 1-2

JAELE GOLDTOOTH CR 3

Female half-elf rogue
(Szarni swindler) 4
(Pathfinder Player
Companion: The
Harrow Handbook 13)

NE Medium humanoid
(elf, human)

Init +4; **Senses** low-light vision;
Perception +8

DEFENSE

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

hp 33 (4d8+8)

Fort +2, **Ref** +8, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk short sword +8 (1d6+2 plus poison/19-20)

Ranged harrow cards +8 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

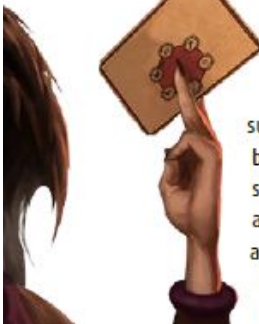
TACTICS

Before Combat Goldtooth has already anointed her sword with giant wasp poison and three of her harrow cards with shadow essence. As soon as the PCs spot her, she activates her let fate decide ability. GMs can determine the outcome by flipping a coin, or by having the PCs randomly select one of two harrow cards (see below).

During Combat If she draws the Avalanche, Goldtooth gains a +2 luck bonus on her Climb checks for 1 minute. She moves to the eastern wall and attempts to scale a ladder to one of the open skylights. She then launches poisoned harrow cards at the PCs using her card sharp rogue talent and Distance Thrower feat. If any PCs climb the ladder, she

shatters the skylight from above, delivering 1d4 points of slashing damage to anyone directly below (Reflex DC 15 half). Finally, she draws her short sword and readies a sneak attack against the first PC up the ladder.

If she draws the Uprising, Goldtooth gains a +2 luck bonus on her Bluff checks for 1 minute. With a cry of "Qadira shall dance on your ashes!" she throws her flame fountain firework 10 feet onto the nearest market stall. This action also serves as a diversion to hide from the PCs. If Goldtooth succeeds at a Bluff check opposed by the PCs' Sense Motive checks, she gains the opportunity to attempt a Stealth check to hide among the crowd. Every round thereafter, the panicked crowd kicks the hissing, blazing



tube an additional 10 feet in a random direction. Any time the firework lands on a square occupied by a stall, it sets the stall on fire. If the fire is not doused, it spreads to nearby stalls. See the Hazard section for rules on the fire's spread and the ways the PCs can douse it. The firework itself winks out after 10 rounds.

Meanwhile, Goldtooth sneaks up on the PCs and uses her false attacker rogue ability to maintain cover and total concealment while striking the PCs with her short sword.

Morale If brought to fewer than 10 hit points, Goldtooth surrenders, offering to lay her "cards on the table" about Madreki Gael's plot, provided the PCs promise to be merciful.

STATISTICS

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

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

Feats Deadly Dealer (see below), Distance Thrower^{UE}, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +6 (+2 when jumping), Bluff +8, Climb +6, Diplomacy +7, Disguise +7, Knowledge (local) +6, Perception +8, Profession (gambler) +7, Sense Motive +0, Sleight of Hand +8, Stealth +11; **Racial Modifiers** +2 Perception

Languages Common, Elven, Varisian

SQ elf blood, let fate decide, poker face, quicker than the eye, rogue talents (card sharp, false attacker; see below)

Combat Gear *potion of cure light wounds, potion of undetectable alignment, giant wasp poison, shadow essence (3)*; **Other Gear** +1 *studded leather, flame fountain firework^{UE}, harrow deck^{UE} (54 cards), mwk short sword, disguise kit, mwk thieves' tools, 75 gp*

SPECIAL ABILITIES

Card Sharp This rogue talent grants Jaelle the Deadly Dealer feat (see below). The talent appears in *Pathfinder Player Companion: The Harrow Handbook*.

Deadly Dealer Jaelle throw a card as though it were a dart, with the same damage, range, and other features. Harrow cards are treated as masterwork weapons when thrown using this feat, but are destroyed after they are thrown. This feat appears in *Pathfinder Player Companion: The Harrow Handbook*.

False Attacker (Ex) Whenever Jaelli strikes a foe from hiding, she can attempt a Bluff check as an immediate action before rolling damage to convince the foe that another creature was the attacker. She attempts to convince the PCs that her attacks emerge from within the crowds. This Bluff check is opposed by the target's Perception or Sense Motive check, whichever has a higher bonus. It applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). For example, she does not take a penalty on this Bluff check if the markets are still full of crowds, as there is another plausible origin for the attack. The GM should use her discretion to apply increasing penalties based on how little of the crowd remains in the Green Market. If the Bluff check is successful, and Jaelli maintains concealment or cover, her stealth does not end. This rogue talent appears in *Pathfinder Player Companion: Heroes of the Streets*.

Let Fate Decide (Ex) Jaelli can declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). As a standard action, she can use a random method to choose one of the declared activities, such as flipping a coin, rolling a die, or drawing a harrow card. If she performs the chosen activity by the end of the next round (most likely, on her next turn), she gains a +2 luck bonus on the roll type required for that activity—attack rolls with a specific weapon, a specific skill check, a specific ability check, or a specific saving throw—for 1 minute. If the swindler does not perform this action in the round after using this ability, she becomes shaken for 1 minute instead. She can use this ability three times per day.

Poker Face (Ex) Jaelli gains a +1 bonus on Bluff, Profession (gambler), and Sense Motive checks. She can also attempt to feint against non-humanoid targets without penalty, though she still takes a -8 penalty on feint attempts against creatures with animal intelligence and she cannot feint against mindless creatures.

Quicker Than the Eye (Ex) When Jaelli uses Sleight of Hand, creatures take a -2 penalty on their Perception checks to notice the attempt. She also reduces the normal -20 penalty when attempting a Sleight of Hand check as a move action instead of as a standard action to -16. Lastly, she can draw

hidden weapons or objects from her person as a move action instead of the usual standard action.

ZEEVA FOXGLOVE

CR 3

Female human witch 4 (*Pathfinder RPG Advanced Player's Guide* 65)

CG Medium humanoid (human)

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

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3-1)

Special Attacks hexes (fortune [1 round], healing [*cure light wounds*], misfortune [1 round])

Witch Spells Prepared (CL 4th; concentration +7)

2nd—*augury*, *fog cloud*, *locate object*

1st—*charm person* (DC 14), *command* (DC 14), *identify*, *unseen servant*

0 (at will)—*guidance*, *mending*, *spark*^{APG} (DC 13), *stabilize*

TACTICS

During Combat Zeeva is unarmed and ill prepared for combat.

She tries to stay out of harm's way, using her fortune and healing hexes to assist the PCs. If directly threatened, she takes the total defense action.

Morale If all the PCs are knocked unconscious or killed, Zeeva defends her marketplace to the death.

STATISTICS

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

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

Feats Alertness, Dodge, Iron Will, Extra Hex^{APG}

Skills Fly +7, Heal +7, Knowledge (arcana) +8, Knowledge (history) +8, Perception +8, Profession (merchant) +7, Sense Motive +6, Spellcraft +10, Use Magic Device +9

Languages Common, Infernal, Shoanti, Varisian

SQ witch's familiar (cat named Nimeeta)

Gear *wand of reduce person* (12 charges)

Charlatans (4-5 only)

SCZARNI MERCENARIES (2)

CR 3

CHARLATAN

CR 3

Pathfinder RPG NPC Codex 145

Human rogue 4

CN Medium humanoid (human)

Init +2; Senses Perception +8

DEFENSE

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

hp 21 (4d8)

Fort +1, Ref +6, Will +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6-1/18-20)

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

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

TACTICS

Before Combat The charlatan attempts to use Bluff or Disguise to avoid combat.

During Combat The charlatan uses Improved Feint to make sneak attacks while trying to escape.

STATISTICS

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

Base Atk +3; CMB +2; CMD 14

Feats Combat Expertise, Deceitful, Improved Feint

Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

Languages Common, Elven

SQ rogue talents (major magic, minor magic), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, alchemist's fire (2), holy water, thunderstone;

Other Gear +1 *studded leather*, light crossbow with 10 bolts, mwk rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

Gear The mercenaries carry 29 gp, rather than 129 gp.

TACTICS

During Combat The mercenaries hide in the crowd until

any PCs pursue Goldtooth into the northern half of the marketplace. Then they sneak attack with their rapiers, flanking if possible.

Morale Fearing reprisal from Madreki Gael if they back down, the mercenaries fight to the death.