

A. The Estate (low)

Servant's Betrayal

CE haunt (10-ft. radius)

Aura faint illusion; CL 3

Notice Perception DC 13 (to see the portraits turn to watch)

hp 4; **Trigger** proximity; **Reset** 1 hour

The portrait of Rutillo Irrica animates and scowls at intruders, shouting, "Vegoran Throne, your time has come!" A dark-winged figure appears in front of the portrait. Rutillo mouths a four-syllable word or phrase that is both too soft and too loud to be understood. The creature that triggered the haunt is affected by oneiric horror (Will DC 12 negates). If the haunt is neutralized the image of Rutillo appears to speak an indecipherable phrase and look about in confusion.

Destruction An Irrica family member publicly accepts responsibility for murder of Vegoran Throne.

Oneiric Horror: You cause the subject to believe it is being attacked by a creature out of its nightmares. Each round, the subject makes a full-attack action against the creature. Each round on its turn after making a full attack against the imaginary creature, the subject can attempt a new saving throw to end the effect. The subject is fatigued for 1 minute after the spell ends.

Bella and Jaym (Bandit)

Human warrior 2; CN Medium humanoid

Init +2; **Senses** Perception -1

DEFENSE

AC 17, **touch** 13, **flat** 14 (+3 arm., +2 Dex, +1 dodg, +1 shld)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

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

or sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

BAB +2; **CMB** +3; **CMD** 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, intim. +3, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap

Tavetti Alfeni (Storyteller)

Human bard 2; N Medium humanoid

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

DEFENSE

AC 17, **touch** 13, **flat** 14 (+3 arm., +2 Dex, +1 dodg, +1 shld)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic, lang., sonic

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18-20) or whip +1 (1d3)

Ranged shortbow +3 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 9 rounds/day (counter-song, distraction, fascinate [DC 14], inspire courage +1)
Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—comprehend languages, hideous laughter (DC 14), ventriloquism

0 (at will)—dancing lights, daze (DC 13), ghost sound (DC 13), message, prestidigitation

STATISTICS

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

BAB +1; **CMB** +1; **CMD** 14

Feats Dodge, Skill Focus (Perform [Oratory])

Skills Bluff +8, Diplomacy +11, Disguise +10, Intimidate +8, know (local) +7, Perception +4, Perform(act) +8, Perform(ora-tory) +11, Sense Motive +11, Sleight of Hand +7, Stealth +6

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (oratory)

Gear masterwork studded leather, buckler, rapier, shortbow with 20 arrows, whip, disguise kit

SPELLS

Hideous laughter: fall prone (-4 AC vs melee; +4 vs ranged); new save at beginning of second round

Daze: Daze <4HD 1 round.

4-Player

Tavetti and the bandits have been up all night and all have the sickened condition.

A. The Estate (high)

Servant's Betrayal

CE haunt (10-ft. radius)

Aura faint illusion; CL 5

Notice Perception DC 15 (to see the portraits turn to watch)

hp 4; **Trigger** proximity; **Reset** 1 hour

The portrait of Rutillo Irrica animates and scowls at intruders, shouting, "Vegoran Throne, your time has come!" A dark-winged figure appears in front of the portrait. Rutillo mouths a four-syllable word or phrase that is both too soft and too loud to be understood. The creature that triggered the haunt is affected by oneiric horror (Will DC 12 negates). If the haunt is neutralized the image of Rutillo appears to speak an indecipherable phrase and look about in confusion.

Destruction An Irrica family member publicly accepts responsibility for murder of Vegoran Throne.

Oneiric Horror: Each round, make a full-attack action against the creature. Each round after making a full attack, attempt a new saving throw to end the effect. The subject is fatigued for 1 minute after the spell ends.

Ayle, Bella, Jaym, and Quinn (Poachers)

Human ranger 3' CE Medium humanoid (human)

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

DEFENSE

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

hp 30 (3d10+9)

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

OFFENSE

Speed 30 ft.

Melee 2 mwk handaxes +6 (1d6+3/×3)

Ranged mwk heavy crossbow +5 (1d10/19-20)

Special Attacks favored enemy (animals +2)

STATISTICS

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

BAB +3; **CMB** +6; **CMD** 17

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

Skills Climb +9, Intimidate +4, Perception +7, Stealth +7

Languages Common

SQ favored terrain (forest +2), track +1, wild empathy +2

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, 63 gp

Tavetti Alfeni (Celebrity)

Human bard 3; LE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

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

hp 20 (3d8+3)

Fort +2, **Ref** +4, **Will** +3; +4 vs. bardic, lang., sonic

OFFENSE

Speed 30 ft.

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

Ranged dagger +3 (1d4-1/19-20)

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

STATISTICS

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

BAB +2; **CMB** +1; **CMD** 12

Feats Skill Foc. (Bluff), Spell Foc. (ench), Weap. Finesse

Skills Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

SQ bardic knowledge +1, versatile performance (act)

Combat Gear potion of invisibility;

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

SPELLS

Charm Person: Will negates; makes friendly. Threats break.

Hypnotism: 1 round cast; +2 to saves in combat. Fascinate nearby creatures; make suggestion. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. The request must be brief and reasonable. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

Sleep: 1 round cast; 4 HD; fewest [HD](#) affected first.

4-player adjustment

Remove 2 bandite (Jaym & Quinn)

B. Feathers & Fire (low)

Axe Beak

N Large animal

Init +3; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 14, **touch** 12, **flat** 11 (+3 Dex, +2 natural, -1 size)

hp 22 (3d8+9)

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

OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+6)

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

Special Attacks sudden charge

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

BAB +2; **CMB** +7; **CMD** 20

Feats Run, Skill Focus (Perception)

Skills Perception +9

SPECIAL ABILITIES

Sudden Charge (Ex) When charging, makes a bite attack. If successful, free action trip (no AOO). Can't be tripped back.

Goblins (4)

Goblin warrior 1; NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** -1

DEFENSE

AC 16, **touch** 13, **flat** 14 (+2 arm., +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/×3)

STATISTICS

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

BAB +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4

Languages Goblin

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblin Outrider

Goblin ranger 2; NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 20, **touch** 15, **flat** 16 (+3 arm., +4 Dex, +2 shield, +1 size)

hp 19 (2d10+4)

Fort +4, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4+1/19-20)

Ranged shortbow +7 (1d4/×3)

Special Attacks combat style (mounted combat), favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

BAB +2; **CMB** +2; **CMD** 16

Feats Power Attack, Ride-By Attack

Skills Acrobatics +3, Handle Animal +3, Perception +6, Ride +10, Stealth +14, Swim +3

Languages Goblin

Combat Gear potion of bull's strength, potions of cure light wounds (2), alchemist's fire (4), tanglefoot bags (2);

Other Gear studded leather, heavy wooden shield, mwk dogslicer, shortbow with 20 mwk arrows, tindertwigs (7)

Giant Gecko

N Medium animal

Init +6; **Senses** low-light vision; **Perception** +6

DEFENSE

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

hp 11 (2d8+2)

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

OFFENSE

Speed 40 ft., **climb** 40 ft.

Melee bite +2 (2d4+1)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

BAB +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Climb +21, Perception +6

SQ expert climber (constant spider climb)

4-Player

Remove a goblin.

B. Feathers & Fire (high)

Axe Beak

N Large animal

Init +3; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 14, **touch** 12, **flat** 11 (+3 Dex, +2 natural, -1 size)

hp 22 (3d8+9)

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

OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+6)

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

Special Attacks sudden charge

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

BAB +2; **CMB** +7; **CMD** 20

Feats Run, Skill Focus (Perception)

Skills Perception +9

SPECIAL ABILITIES

Sudden Charge (Ex) When charging, makes a bite attack. If successful, free action trip (no AOO). Can't be tripped back.

Goblin Commandos (3)

Goblin fighter 3; NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE

AC 20, **touch** 14, **flat** 17 (+6 armor, +3 Dex, +1 size)

hp 24 (3d10+3)

Fort +4, **Ref** +5, **Will** +0 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk horsechopper +7 (1d8+1/×3)

Ranged mwk comp. shortbow +9 (1d4+1/×3) (flaming: 1d6)

STATISTICS

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

BAB +3; **CMB** +3; **CMD** 17

Feats Combat Reflexes (+4), Imp Init, Power Attack, Weap. Focus

Skills Intimidate +6, Perception +2, Ride +4, Stealth +11

Languages Goblin

Combat Gear +1 flaming arrows (2), potion of cure moderate wounds; **Other Gear** chainmail, mwk composite shortbow with 20 arrows, mwk horsechopper, 80 gp

4-Player

Remove a commando.

Goblin Vulture Pilot

Alchemist (wng marauder) 4; NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 21, **touch** 15, **flat** 17 (+4 arm., +4 Dex, +2 nat., +1 size)

hp 38 (4d8+17)

Fort +5, **Ref** +8, **Will** +2; +2 against poison

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3-1/19-20)

Ranged bomb +9 (2d6+3 fire plus catch fire)

Special Attacks bomb 7/day (2d6+3 fire and catch fire, DC 15, 10-ft. radius)

Alchemist Extracts Prepared (CL 4th)

2nd-false life (active), touch injection

1st-bomber's eye (+10' rng), bouncy body, shield, true strike

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 12, **Cha** 6

BAB +3; **CMB** +1; **CMD** 15

Feats Mounted Archery, Mounted Combat, Throw Anything

Skills Acro +8, Clmb +3, Hndl Anim +2, Perc +8, Ride +12, Stealth +16

Languages Common, Giant, Gnoll, Goblin

Combat Gear pot. barkskin (2), potions of cure light wounds (2), acid (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** mwk mithral chain shirt, dagger, sunrods (2), 293 gp

Giant Vulture

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 17, **touch** 11, **flat** 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +10, **Ref** +6, **Will** +3; +4 vs. disease

OFFENSE

Speed 10 ft., **fly** 50 ft. (average)

Melee bite +9 (2d6+9 plus disease)

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

BAB +3; **CMB** +10; **CMD** 22

Feats Great Fortitude, Toughness, Weapon Focus (bite)

Skills Fly +7, Perception +14; Racial Modifiers +8 Perception

SQ diseased

SPECIAL ABILITIES

Diseased (Ex) Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture.

C. Caravan (low)

Raktavara Rakshasa

LE Tiny outsider (native, rakshasa, shapeshifter)
Init +3; **Senses** darkvision 60 ft., detect magic; **Perc** +9

DEFENSE

AC 17, **touch** 15, **flat** 14 (+3 Dex, +2 natural, +2 size)
hp 22 (3d10+6)
Fort +3, **Ref** +6, **Will** +4
DR 5/good or piercing; **SR** 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +8 (1d4-2 plus poison DC 13)
Special Attacks detect thoughts (DC 13)
Spell-Like Abilities (CL 6th; concentration +8)
Constant—comprehend languages
1/day—charm person (DC 13), suggestion (DC 15)

STATISTICS

Str 7, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 14
BAB +3; **CMB** +4; **CMD** 12 (can't be tripped)
Feats Alertness, Weapon Finesse
Skills Bluff +12, Climb +14, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +11
Languages Common, Infernal, Undercommon; comp. lang.
SQ change shape (Tiny living object), master's eyes

SPECIAL ABILITIES

Change Shape (Su) As a full-round action, take the shape of a handheld object. reverts to true form if it takes an action.

Master's Eyes (Su) Unimportant here.

Poison (Su) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis plus modify memory; cure 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

SPELLS

Suggestion: 1hr/level – Influence the target creature by suggesting a course of activity (limited to a sentence or two). Suggestion must be worded to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

Arvok

Human fighter 1; N Medium humanoid (human)
Init +2; **Senses** Perception +2

DEFENSE

AC 20, **touch** 12, **flat** 18 (+6 armor, +2 Dex, +2 shield)
hp 14 (1d10+4)
Fort +3, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.
Melee longsword +4 (1d8+3/19-20) or cold iron dagger +4 (1d4+3/19-20)
Ranged heavy crossbow +3 (1d10/19-20)

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10
BAB +1; **CMB** +4; **CMD** 16
Feats Iron Will, Power Attack, Toughness
Skills Heal +2, Perception +2, Survival +5
Languages Common

Combat Gear potion of cure light wounds, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining);

Other Gear breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

4-Player

Arvok is sickened.

C. Caravan (high)

Raktavara Rakshasa

LE Tiny outsider (native, rakshasa, shapeshanger)
Init +3; **Senses** darkvision 60 ft., detect magic; **Perc** +9

DEFENSE

AC 21, **touch** 17, **flat** 16 (+5 Dex, +4 natural, +2 size)
hp 28 (3d10+12)
Fort +5, **Ref** +8, **Will** +6
DR 5/good or piercing; **SR** 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +10 (1d4 plus poison DC 15)
Special Attacks detect thoughts (DC 15)
Spell-Like Abilities (CL 6th; concentration +8)
Constant—comprehend languages
1/day—charm person (DC 13), suggestion (DC 15)

STATISTICS

Str 11, **Dex** 20, **Con** 19, **Int** 16, **Wis** 17, **Cha** 18
BAB +3; **CMB** +6; **CMD** 16 (can't be tripped)
Feats Alertness, Weapon Finesse
Skills BAppraise +6, Bluff +14, Climb +16, Disguise +18, Escape Artist +8, Perception +11, Sense Motive +11, Spellcraft +6, Stealth +19, Swim +13
Languages Common, Infernal, Undercommon; comp. lang.
SQ change shape (Tiny living object), master's eyes

SPECIAL ABILITIES

Change Shape (Su) As a full-round action, take the shape of a handheld object. reverts to true form if it takes an action.
Master's Eyes (Su) Unimportant here.
Poison (Su) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Wis plus modify memory; cure 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

SPELLS

Suggestion: 1hr/level – Influence the target creature by suggesting a course of activity (limited to a sentence or two). Suggestion must be worded to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

Arvok

Human fighter 7; LN Medium humanoid
Init +1; **Senses** Perception +6

DEFENSE

AC 20, **touch** 11, **flat** 19 (+9 armor, +1 Dex)
hp 57 (7d10+19)
Fort +8, **Ref** +4, **Will** +4; +2 vs. fear
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.
Melee +1 halberd +14/+9 (1d10+10/×3) or sap +11/+6 (1d6+4 nonlethal)
Ranged composite longbow +8/+3 (1d8+4/×3)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10
BAB +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)
Feats Alertness, Combat Expertise, **Dazzling Display**, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)
Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8
Languages Common, Halfling
SQ armor training 2
Combat Gear potions of cure moderate wounds (2), tanglefoot bags (2);
Other Gear masterwork full plate, +1 halberd, composite longbow (+4 Str) with 20 arrows, sap, cloak of resistance +1, 35 gp
Dazzling Display DC: The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier.

4-Player

Arvok is sickened.

D. Trove (both)

Tatzlwurm (low)

N Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perc.** +8

DEFENSE

AC 15, **touch** 12, **flat** 13 (+2 Dex, +3 natural)

hp 22 (3d12+3)

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

Immune paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d8+3 plus grab)

Special Attacks poison gasp, pounce, rake (2 claws +5, 1d4+2)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 5, **Wis** 14, **Cha** 11

BAB +3; **CMB** +5 (+9 grapple); **CMD** 17 (can't be tripped)

Feats Nimble Moves, Stealthy

Skills Climb +14, Escape Artist +5, Intimidate +4, Perception +8, Stealth +10 (+16 in dense vegetation)

Languages Draconic

SPECIAL ABILITIES

Poison Gasp (Ex) A tatzlwurm's breath contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwurm can breathe poison into its victim's face. A tatzlwurm must begin its turn grappling to use this ability—it can't begin a grapple and use its poison gasp in the same turn.

Tatzlwurm poison: Breath—inhaled; save Fort DC 12; frequency 1/round for 2 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. *A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.*

4-Player

The wurm is sickened.

Flame Drake (high)

CE Large dragon (fire)

Init +5; **Senses** darkvision 60 ft., low-light, scent; **Perc.** +10

DEFENSE

AC 18, **touch** 10, **flat** 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +6, **Will** +6

Immune fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

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

Melee bite +10 (2d6+5 plus 1d6 fire), tail slap +5 (1d6+2)
P.A: bite +8 (2d6+11 + 1d6 fire), tail slap +3 (1d6+6)

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

Special Attacks fireball breath (5d6 fire ref 16 half)

STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

BAB +6; **CMB** +12; **CMD** 23

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Fly +8, Intimidate +9, Perception +10, Stealth +6

Languages Draconic

SQ speed surge

SPECIAL ABILITIES

Fireball Breath (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

4-Player

Reduce fire breath to 3d6

E.1 Outpost Buckler (both)

Ettercap

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light; **Perception** +9

DEFENSE

AC 15, **touch** 13, **flat** 12 (+3 Dex, +2 natural)

hp 30 (4d8+12)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

BAB +3; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Perception +9, Stealth +7

Languages Common

SQ spider empathy +7

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) Functions druid's wild empathy.

Giant Spiders (3) (high only)

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perc.** +4

DEFENSE

AC 14, **touch** 13, **flat** 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

BAB +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perc. +4 (+8 web), Stealth +7 (+11 web)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web Use webs to support self and up to one additional creature of the same size. Can throw a web up to eight times per day. Like a net, but maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC12. Attempts to burst a web by those caught in it take a -4 penalty.

Web spinners can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

Entangled Moves at half speed unless the bonds are anchored to an immobile object, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. Must make a concentration check (DC 15 + spell level) or lose the spell.

4-player adjustments

Subtier 1-2: The ettercap is sickened.

Subtier 4-5: Remove 1 giant spider.

E.2 Standoff (low)

Pava Irrica

Human monk (hamatulatsu master) 4

LE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 16, **touch** 15, **flat** 14 (+1 arm, +1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 26 (4d8+5)

Fort +4, **Ref** +5, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d8+4) or

unarmed strike flurry of blows +6/+6 (1d8+4)

Special Attacks flurry of blows, stunning fist (4/day, DC 16)

STATISTICS

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

BAB +3; **CMB** +8; **CMD** 22

Feats Ability Foc. (stun fist), Dodge, Extra Ki, Hamatulatsu, Improved Initiative, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +8 (+12 to jump), Climb +8, Escape Artist +7, Intimidate +5, Perception +7, Sense Motive +7, Stealth +6, Swim +7

Languages Common

SQ fast movement, ki pool (4 points, magic), maneuver training, slow fall 20 ft.

Gear bracers of armor +1, elixir of tumbling (+10 comp. acrobatics 1 hr), 400 gp

SPECIAL ABILITIES

Hamatulatsu (Ex) Unarmed strikes can deal piercing or bludgeoning damage. If critically hit a creature while dealing piercing damage with unarmed strike, the target is sickened for 1 round (staggered for 1 round if they are already sickened). Multiple critical hits do not increase the durations.

Ki Pool (Su) Spend 1 ki point as a swift to gain additional use of stunning fist for that round. Spend 1 ki point as an immediate action to make a single melee attack with a +2 bonus against a creature that has damaged her with a melee natural attack, unarmed strike, or weapon without reach.

Stunning Fist (Ex) Pava can have her stunning fist attempt make the target shaken for 1 minute. Targets can attempt a Will save at her normal stunning fist DC to resist the shaken condition instead of the normal Fortitude save.

Other abilities Class/archetype get high jump & infernal resilience at level 5 so they don't matter here and aren't listed.

Bandits (2)

Human warrior 2

CN Medium humanoid

Init +2; **Senses** Perception -1

DEFENSE

AC 17, **touch** 13, **flat** 14 (+3 arm., +2 Dex, +1 dg., +1 shld.)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20) or
sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/×3)

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

BAB +2; **CMB** +3; **CMD** 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap

4-Player

Remove 1 bandit

E.2 Standoff (high)

Pava Irrica

Human monk 5

LE Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE

AC 16, **touch** 16, **flat** 14 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 31 (5d8+5)

Fort +4, **Ref** +5, **Will** +6; +2 vs. enchantments, nauseate, sicken, stagger, stun

Defensive Abilities evasion

Immune pain effects

OFFENSE

Speed 40 ft.

Melee unarmed strike +8 (1d8+4) or

unarmed strike flurry of blows +8/+8 (1d8+4)

Special Attacks flurry of blows, stunning fist (5/day, DC 16)

STATISTICS

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

BAB +3; **CMB** +9; **CMD** 23

Feats Ability Focus (stunning fist), Dodge, Extra Ki, Hamatulsu Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9 (+18 to jump), Bluff +1, Climb +9, Escape Artist +8, Intimidate +6, Perception +8, Sense Motive +8, Stealth +7, Swim +8

Languages Common

SQ fast movement, high jump, infernal resilience, ki pool (6 points, magic), maneuver training, slow fall 20 ft

Other Gear ring of protection +1, 400 gp

SPECIAL ABILITIES

Hamatulsu (Ex) Unarmed strikes can deal piercing or bludgeoning damage. If she critically hits a creature while dealing piercing damage with unarmed strike, the target is sickened for 1 round (staggered for 1 round if they are already sickened). Multiple crits do not increase durations.

Ki Pool (Su) Spend 1 ki point as a swift to gain additional use of stunning fist for that round. Spend 1 ki point as an immediate action to make a single melee attack with a +2 bonus against a creature that has damaged her with a melee natural attack, unarmed strike, or weapon without reach.

Stunning Fist (Ex) Pava can have her stunning fist attempt make the target shaken for 1 minute. Targets can attempt a Will save at her normal stunning fist DC to resist the shaken condition instead of the normal Fortitude save.

Burglars (4)

Human rogue 3

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

AC 15, **touch** 13, **flat** 12 (+2 armor, +3 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1/19-20)

Range mwk composite shortbow +6 (1d6+1/×3) or dagger +5 (1d4+1/19-20)

Special Attacks sneak attack +2d6

STATISTICS

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

BAB +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Combat Gear potion of feather fall, potion of jump, tanglefoot bag; Other Gear leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, universal solvent, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

4-Player

Remove 1 burglar