

B1. Entrance Hall (low)

Trapping Stone

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm, delayed 2 rounds); Reset 10 minutes; Bypass passphrase (10 minutes)

Effect spell effect (transmute stone to mud followed immediately by transmute mud to stone, DC 19 Reflex to avoid; multiple targets [all targets in the room]; affected creatures are entangled and anchored until they destroy the stone around them [hardness 8, 30 hp] or escape the stone [Strength or Escape Artist DC 19]).

Riding Dogs (2)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, **touch** 12, **flat** 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

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

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

BAB +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

4-player

Remove one riding dog from the encounter; the remaining dog only barks and does not engage the PCs. If attacked, it immediately flees.

Pirates

Pirates yell for 3 rounds before investigating.

They do not prep for battle or alert the compound if they don't see the PCs.

Deckhand (2) perc: +6

Mater Gunner perc: +7

Mage: +0

B2. Lounge (low)

Deserter (2)

Human fighter 4 N Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 19, **touch** 12, **flat** 17 (+6 armor, +2 Dex, +1 shield)

hp 38 (4d10+12)

Fort +6, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk light shield bash +6 (1d3+3), mwk longsword +6 (1d8+3/19-20)

or mwk longsword +8 1d8+3/19-20)

Ranged mwk composite longbow +7 (1d8+3/×3)

STATISTICS

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

BAB +4; **CMB** +7; **CMD** 19

Feats Combat Reflexes, Cunning, Double Slice, Improved Shield Bash, Power Attack, Two-Weapon Fighting

Skills Climb +5, Diplomacy +0, Intimidate +3, Perception +5, Profession (soldier) +6, Ride +5, Stealth +6, Swim +5

Languages Common

SQ armor training 1

Combat Gear oil of magic weapon, potion of barkskin, potion of cure moderate wounds; Other Gear mwk breastplate, mwk light steel shield, mwk composite longbow (+3 Str) with 20 arrows, mwk longsword, grappling hook, silk rope (50 ft.), 582 gp

Pistoleer

Human swashbuckler (picaroon) 4 N Medium humanoid

Init +6; **Senses** Perception +7

DEFENSE

AC 22, **touch** 18, **flat** 16 (+4 armor, +2 deflection, +4 Dex, +2 dodge)

hp 34 (4d10+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities charmed life 3/day, nimble +1

OFFENSE

Speed 30 ft.

Melee rapier +5 (1d6+1/18-20 plus 4 precision)

Ranged mwk double-barreled pistol +5 (1d8/×4)

Special Attacks deeds (derring-do, dodging panache, menacing swordplay, precise strike, swashbuckler initiative), panache (4)

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 23

Feats Dodge, Extra Panache ACG, Rapid Reload (double-barreled pistol), Weapon Focus (rapier)

Skills Acrobatics +10, Escape Artist +10, Intimidate +9, Perception +7

Guard Mage

Human conjurer 4 LN Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 15, **touch** 11, **flat** 14 (+4 armor, +1 Dex)

hp 28 (4d6+12)

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

OFFENSE

Speed 30 ft.

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

Ranged light crossbow +3 (1d8/19-20)

Arcane School Spell-Like Abilities (CL 4th; conc. +8)

7/day—acid dart (1d6+2 acid)

Conjurer Spells Prepared (CL 4th; concentration +8)

2nd—fog cloud, detect thoughts (DC 16), glitterdust (DC 17), summon monster II

1st—enlarge person (DC 15), grease, mage armor, summon monster I, unseen servant

0 (at will)—arcane mark, light, open/close (DC 14), ray of frost

STATISTICS

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

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

Feats Augment Summoning, Combat Casting, Scribe Scroll, Spell Focus (conjuration)

Skills Knowledge (all) +9, Linguistics +11, Spellcraft +11

Languages Celestial, Common, Draconic, Dwarven, Elven, Halfling, Infernal, Sylvan, Undercommon

SQ arcane bond (wand of blur), summoner's charm (2 rounds)

Combat Gear potion of cure light wounds, wand of blur (6 charges); Other Gear pearl of power (1st level), spell component pouch, spellbook, 1 gp

Fiendish Eagles (1d3)

AC 14, touch 13, flat-footed 12

hp 5 [7] (1d8+1) [1d8+3]

Fort +3 [+5], **Ref** +4, **Will** +2; SR 5

Speed 10ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4) [+2], bite +3 (1d4) [2]

4-player

All are sickened. Mage must concentrate (DC 10+lvl)

Dining Room (low)

Riding Dogs (2)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, **touch** 12, **flat** 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

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

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

BAB +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

B5. (low)

Flak'ak

Tengu warpriest of Besmara 8

CE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 23, **touch** 17, **flat** 19 (+6 armor, +3 deflection, +4 Dex)

hp 65 (8d8+26)

Fort +10, **Ref** +7, **Will** +10; +1 morale bonus vs. fear

Defensive Abilities sacred armor (+1, 8 minutes/day)

OFFENSE

Speed 30 ft.

Melee +1 whip +13/+8 (1d8+7) or

mwk rapier +12/+7 (1d8+1/18-20) and bite +6 (1d3)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 whip)

Special Attacks blessings 7/day (Trickery: double, Water: ice strike), channel negative energy 3/day (DC 17, 3d6), fervor 7/ day (3d6), sacred weapon (1d8, +2, 8 rounds/day)

Warpriest Spells Prepared (CL 8th; concentration +11)

3rd—blindness/deafness (DC 16), invisibility purge, magic vestment

2nd—aid, bear's endurance, cure moderate wounds, hold person (DC 15), ~~weapon of awe~~ APG (DC 15)

1st—cure light wounds (2), bane (DC 14), divine favor, shield of faith

0 (at will)—bleed (DC 13), create water, guidance, mending, purify food and drink (DC 13)

STATISTICS

Str 12, Dex 18, Con 16, Int 10, Wis 16, Cha 8

BAB +6; CMB +8; **CMD** 24

Feats Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Whip Mastery UC, Slashing Grace ACG, Weapon Finesse, Weapon Focus (whip), Whip Mastery UC [doesn't provoke]

Skills Climb +4, Craft (ships) +9, Heal +7, Intimidate +4,

Knowledge (religion) +7, Perception +5, Profession (sailor) +8, Sense Motive +7, Stealth +5, Swim +4; Racial Modifiers +2 Perception, +2 Stealth

Languages Common, Tengu

SQ gifted linguist, swordtrained

Combat Gear feather token (anchor), feather token (bird), feather token (fan), feather token (swan boat), feather token (whip), potion of fly, scroll of alter winds, acid (2), antitoxin (2); Other Gear mwk chain shirt, mwk whip, cloak of resistance +1, masterwork shipwright tools, pirate clothes, fancy, 299 gp

Cheat sheet

Aid, shield of faith, bear's endurance, and weapon of awe are included in his stat block.

Trickery: Move action get 1 mirror image.

Sacred Armor: Swift +1 enh. bon

Sacred Weap: Included in statblock (whip)

Weapon Awe: If crit shaken no save 1 rnd

Ice Strike: Standard; glows blue; 1d4 cold damage

4-player

Flak'ak has already cast blindness/ deafness and hold person today, making him unable to use them in this fight.

B8. Jirandiels' Bedroom (low)

Jirandiel

Female elf swashbuckler (inspired blade) 9

LE Medium humanoid (elf)

Init +9; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 21, **touch** 16, **flat** 15 (+5 armor, +3 Dex, +3 dodge)

hp 72 (9d10+18)

Fort +5, **Ref** +10, **Will** +6; +2 vs. enchantments

Defensive Abilities nimble +2; Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +16/+11 (1d6+5/15-20+9 precision)
or dagger +10/+5 (1d4+1/19-20+9 precision)

Ranged dagger(16) +12/+7 (1d4+1/19-20+9 precision)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (6)

STATISTICS

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

BAB +9; CMB +10; **CMD** 26

Feats Combat Reflexes, Dodge, Extra Panache, Improved Initiative, Iron Will, Mobility, **Quick Draw**, Weapon Focus (rapier)

Skills Acrobatics +9, Bluff +6, Diplomacy +5, Handle Animal +3, Intimidate +11, Perception +14, Sense Motive +8, Swim +10

Languages Aquan, Common, Elven, Infernal, Sylvan
SQ inspired panache

Combat Gear potion of cure serious wounds, antitoxins (4);
Other Gear +1 mithral chain shirt, +1 rapier, dagger (16),
cloak of resistance +1, Phlegos's wayfinder

NOTES

Derring do: 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim

Dodging Panache: panache to Imm. action move 5'; neg cha so no dodge non

Kip up: Panache to Stand from prone as move no AOO

Menacing Swordplay: panache to intim. as swift after hitting

Opp. Parry & Riposte: panache to parry, if beat att roll the att fails and use imm action to to att as if making AOO; -2/size enemy is larger. Must have 1 panache.

Superior Feint: standard to miss on purpose; tag. denied dex till start of swash. next turn.

Targeted Strike: full rnd to make attack. normal dam & effect based on body part.

Phlegos

Half-orc investigator

LE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 18, **touch** 14, **flat** 14 (+4 Dex +4 shield)

hp 54 (7d8+19)

Fort +5, **Ref** +11, **Will** +7; +4 bonus vs. poison

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee improvised dagger +11 (1d4+1)

Special Attacks studied combat (+3, 3 rounds), studied strike +2d6

Investigator (Toxin Codexer) Extracts Prepared (CL 7th)

3rd—displacement, heroism

2nd—black adder venom (DC 15, 2), ~~eat's grace, false life~~

1st—giant wasp poison (DC 14, 4), ~~shield~~

STATISTICS

Str 13, Dex 19, Con 12, Int 17, Wis 10, Cha 8

BAB +5; CMB +8; **CMD** 20

Feats Catch Off-guard, Power Attack, Powerful Poisoning, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Climb +7, Diplomacy +11, Escape Artist +10, Intimidate +3, Perception +12, Sense Motive +12, Sleight of Hand +16, Spellcraft +9, Stealth +10;

Languages Common, Kelish, Orc, Varisian, Vudrani

SQ alchemy (alchemy crafting +7), inspiration (6/day), investigator talents (concentrate poison, deft palm UC), modify toxin, orc blood, poison lore, swift alchemy, synthetic venom

Combat Gear mutagen APG, black adder venom (DC 17), giant wasp poison (DC 16, 2); Other Gear improvised dagger (2)

NOTES

Wasp Poison: Type poison (injury); Save Fortitude DC 18; Frequency 1/round for 6 rounds; Cure 1 save. 1d2 dex dam

Black Adder: Type poison (injury); Save Fortitude DC 11; Frequency 1/round for 6 rounds; Cure 1 save 1d2 Con dam

Inspiration: Probably use at 2x cost on attacks to poison.

4-player

Phlegos has failed in an assassination attempt against Jirandiel and has used up his black adder venom. Jirandiel is sickened from the aftereffects of the encounter.

Tidepool / Docks (low)

Giant Octopus

N Large animal (aquatic)

Init +6; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, **touch** 11, **flat** 16 (+2 Dex, +7 natural, -1 size)

hp 90 (12d8+36)

Fort +11, **Ref** +12, **Will** +7

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft., Reach 10 ft. (20 ft. with tentacle)

STATISTICS

Str 20, Dex 15, Con 17, Int 2, Wis 12, Cha 3

BAB +9; CMB +15 (+19 grapple); CMD 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack B, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13; Racial Modifiers +10 Escape Artist, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.

4-player

The creature is sickened.

B1. Entrance Hall (high)

Persistent Trapping Stone

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm, delayed 2 rounds); Reset 10 minutes; Bypass passphrase (10 minutes)

Effect spell effect (transmute stone to mud followed immediately by persistent APG transmute mud to stone, DC 20 Reflex to avoid; multiple targets [all targets in the room]; affected creatures are entangled and anchored until they destroy the stone around them [hardness 8, 30 hp] or escape the stone [Strength or Escape Artist DC 20]).

Riding Dogs (2)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, **touch** 12, **flat** 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

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

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

BAB +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

Pirates

Pirates yell for 3 rounds before investigating.

They do not prep for battle or alert the compound if they don't see the PCs.

Brite (2) perc: +11

Pistolier perc: +11

Witch: +9

Shadow Mastiff

NE Medium outsider (evil, extraplanar)

Init +6; Senses darkvision 60 ft., scent; **Perception** +10

DEFENSE

AC 18, **touch** 12, **flat** 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+4 plus trip), **tail slap** +5 (1d6+2)

PA: bite +8 (1d8+8 plus trip), **tail slap** +3 (1d6+2)

Special Attacks bay

STATISTICS

Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13

BAB +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

4-player

Remove a shadow mastiff and 2 riding dogs from the encounter.

B2. Lounge (high)

Drunken Brutes (2)

Human barbarian 2/brawler 5
CE Medium humanoid (human)
Init +1; **Senses** Perception +11

DEFENSE

AC 16, **touch** 10, **flat** 14 (+5 armor, +1 Dex, +1 dodge, +1 natural, -2 rage)
hp 93 (7 HD; 5d10+2d12+47)
Fort +12, **Ref** +5, **Will** +6
Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 falchion +13/+8 (2d4+8/18-20)
or unarmed strike +12/+7 (1d8+5)
or unarmed strike flurry of blows +10/+10/+5 (1d8+5)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 15), maneuver training (grapple +1), martial flexibility 5/day, rage (9 rounds/day), rage power (good for what ails you APG)

STATISTICS

Str 20, Dex 13, Con 20, Int 8, Wis 12, Cha 10
BAB +7; **CMB** +12 (+13 grapple); **CMD** 22 (23 vs. grapple)
Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike
Skills Climb +13, Intimidate +15, Perception +11, Swim +13
Languages Common
SQ brawler's cunning, fast movement, martial training
Combat Gear potion of cure moderate wounds; Other Gear +1 hide armor, +1 falchion

NOTES

Drink for what ails you: take a drink of alcohol new save vs throw vs blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If she succeeds at the save, the effect is suppressed for the duration of the rage.

Swaggering Shot

Human gunslinger (pistolero) 6
CE Medium humanoid (human)
Init +6; **Senses** Perception +11

DEFENSE

AC 20, **touch** 16, **flat** 14 (+4 armor, +4 Dex, +2 dodge)
hp 49 (6d10+12)
Fort +6, **Ref** +9, **Will** +4
Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18-20)

Ranged mwk pistol +11 (1d8+4/×4)
or mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)
PB: mwk pistol +12 (1d8+5/×4)
or mwk pistol +8 (1d8+5/×4), mwk pistol +8 (1d8+5/×4)
DA+PB: mwk pistol +10 (1d8+9/×4)
or mwk pistol +6 (1d8+9/×4), mwk pistol +6 (1d8+9/×4)

Up close and deadly: 1 grit point to deal 1d6 points of extra damage on a hit. If miss, 1/2 damage anyway.

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 22

Feats Deadly Aim, Gunsmithing UC, Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear potion of cat's grace; Other Gear +1 studded leather, mwk pistols UC (2) with 32 alchemical cartridges UC (paper), mwk scimita

B2. Lounge (high; cont)

Pirate "Mage"

Human witch (sea witch) 8
CE Medium humanoid (human)
Init +6; **Senses** Perception +9

DEFENSE

AC 18, **touch** 13, **flat** 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)
hp 62 (8d6+32)
Fort +5, **Ref** +5, **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 dagger +5 (1d4+1/19-20)

Special Attacks hexes (cackle APG, water lung, , evil eye, flight)

Witch Spell-Like Abilities (CL 8th; concentration +12)

At will—feather fall (self only), fly (self only) 1/day—levitate (self only)

Witch Spells Prepared (CL 8th; concentration+12[+16])

4th—black tentacles (CMB+13), cure serious wounds, solid fog (-2 att, 1/2 speed obs. nist)

3rd—bestow curse, fly, ray of exhaustion (DC 15), water breathing

2nd—augury, blindness/deafness (DC 14), cure moderate wounds, gust of wind (DC 13)

1st—comprehend languages, cure light wounds, mage armor, ray of enfeeblement (DC 12), touch of the sea APG

STATISTICS

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

BAB +4; **CMB** +4; **CMD** 17

Feats Combat Casting, Deceitful, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Bluff +9, Disguise +1, Fly +11, Intimidate +10, Perception +9, Profession (sailor) +12, Sense Motive +9, Stealth +10, Swim +6

Languages Abyssal, Aquan, Auran, Common, Infernal

SQ know direction, sea creature empathy, witch's familiar (parrot)

Gear +1 dagger, amulet of natural armor +1, cloak of resistance +1, ring of protection +1

NOTES

Evil Eye: -4 on AC, ability checks, attack rolls, saving throws, or skill checks. LAsts 1 rnd (will) or 7 rnds.

Cackle: extend evil eye 1 rnd

4-player

All are sickened. Witch must concentrate (DC 10+lvl)

Dining Room (high)

Riding Dogs (2)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, **touch** 12, **flat** 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

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

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

BAB +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

Shadow Mastiff

NE Medium outsider (evil, extraplanar)

Init +6; Senses darkvision 60 ft., scent; **Perception** +10

DEFENSE

AC 18, **touch** 12, **flat** 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+4 plus trip), **tail slap** +5 (1d6+2)

PA: bite +8 (1d8+8 plus trip), **tail slap** +3 (1d6+2)

Special Attacks bay

STATISTICS

Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13

BAB +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

4-player

Remove a shadow mastiff and 2 riding dogs from the encounter.

B5. New Construction

Flak'ak

Tengu warpriest of Besmara 11

CE Medium humanoid (tengu)

Init +5; Senses low-light vision; **Perception** +5

DEFENSE

AC 23, **touch** 17, **flat** 19 (+6 armor, +3 deflection, +4 Dex)

hp 88 (11d8+35)

Fort +12, **Ref** +10, **Will** +12; +1 morale bonus vs. fear

Defensive Abilities sacred armor (+2, 11 minutes/day)

OFFENSE

Speed 30 ft.

Melee +1 whip +16/+11 (1d10+8 plus 1d6 cold) or
mwk rapier +15/+10 (1d10+1/18-20) and bite +9 (1d3)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 whip)

Special Attacks blessings 8/day (Trickery: double, greater invisibility, Water: armor of ice, ice strike), channel negative energy 4/day (DC 18, 4d6), fervor 8/day (4d6), sacred weapon (1d10, +2, 11 rounds/day)

Warpriest Spells Prepared (CL 11th; concentration +14)

4th—blessing of fervor (DC 17), cure critical wounds

3rd—blindness/deafness (2, DC 16), dispel magic, invisibility purge, magic vestment

2nd—aid, bear's endurance, delay poison, hold person (DC 15), weapon of awe APG (DC 15)

1st—ant haul APG (DC 14), bane (DC 14), command (DC 14), divine favor (2), shield of faith

STATISTICS

Str 12, Dex 20, Con 16, Int 10, Wis 16, Cha 8

BAB +8; **CMB** +10 (+12 trip); **CMD** 27 (29 vs. trip)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Improved Whip Mastery UC, Mobility, Slashing Grace ACG, Spring Attack, Weapon Finesse, Weapon Focus (whip), Whip Mastery UC

Skills Climb +4, Craft (ships) +10, Heal +7, Intimidate +6, Knowledge (religion) +8, Perception +5, Profession (sailor) +10, Sense Motive +7, Stealth +6, Swim +4; Racial Modifiers +2 Perception, +2 Stealth

Languages Common, Tengu

SQ gifted linguist, swordtrained

Combat Gear feather token (anchor), feather token (bird), feather token (fan), feather token (swan boat), feather token (whip), potion of fly, scroll of alter winds, wand of hold person (13 charges), acid (2), antitoxin (2); Other Gear mwk chain shirt, +1 whip, mwk rapier, belt of incredible dexterity +2, boots of the cat UE, cloak of resistance +2, masterwork shipwright tools, pirate clothes, fancy, 829 gp

NOTES

Aid, shield of faith, bear's endurance, and weapon of awe are included in his stat block.

Trickery: Move action get 1 mirror image.

Sacred Armor: Swift +2 enh. bon

Sacred Weap: Included in statblock (whip)

Weapon Awe: If crit shaken no save 1 rnd

Ice Strike: Standard; glows blue; 1d4 cold damage

Greater Invis: swift action become invisible for 1 round (as greater invisibility).

Armor of ice: Standard action as chill shield (1d6+11 cold dam)

Blessing of fervor choose at beginning of rnd:

Increase its speed by 30 feet.

Stand up as a swift.

One extra attack as part of a full attack action, using its highest BAB.

Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves.

Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

4-player

Flak'ak has already cast blindness/ deafness and hold person today, making him unable to use them in this fight.

B8. Bedroom (high)

Jirandiel

Elf swashbuckler (inspired blade) 12

LE Medium humanoid (elf)

Init +10; **Senses** low-light vision; **Perception** +17

DEFENSE

AC 23, **touch** 18, **flat** 15 (+5 armor, +4 Dex, +4 dodge)

hp 106 (12d10+36)

Fort +6, **Ref** +13, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, nimble +3; Immune sleep

OFFENSE

Speed 30 ft.

Melee +2 rapier +22/+17/+12 (1d6+6/15-20+12 precision) or dagger +13/+8/+3 (1d4+1/19-20+12 precision)

Ranged dagger(16) +16/+11/+6 (1d4+1/19-20+12 precision)

Special Attacks deeds (derring-do, dodging panache, evasive, kip up, menacing swordplay, opportune parry and riposte, precise strike, subtle blade, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (6)

STATISTICS

Str 12, Dex 18, Con 12, Int 17, Wis 10, Cha 8

BAB +12; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Extra Panache ACG, Greater Weapon Focus (rapier), Improved Initiative, Iron Will, Mobility, Quick Draw, Toughness, Weapon Focus (rapier)

Skills Acrobatics +10, Bluff +10, Diplomacy +5, Handle Animal +3, Intimidate +11, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +17, Perform (oratory) +3, Profession (sailor) +15 (+19 to navigate in the area detailed by the chart, +19 to navigate in the area detailed by the chart), Sense Motive +10, Survival +5, Swim +13; Racial Modifiers +2 Perception, +4 Swim, spirit of the waters APG

Languages Aquan, Common, Elven, Infernal, Sylvan

SQ inspired panache

Combat Gear potion of cure serious wounds, antitoxin (4); Other Gear +1 spiteful ACG mithral chain shirt, +2 rapier, dagger (16), cloak of resistance +1, Phlegos's wayfinder, bandolier UE (2), jar of pickles, nautical charts, sextant APG, 547 gp

NOTES

Derring do: 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim

Dodging Panache: panache to Imm. action move 5'; neg cha so no dodge non

Kip up: Panache to Stand from prone as move no AOO

Menacing Swordplay: panache to intim. as swift after hitting

Opp. Parry & Riposte: panache to parry, if beat att roll the att fails and use imm action to to att as if making AOO; -2/size enemy is larger. Must have 1 panache.

Superior Feint: standard to miss on purpose; tag. denied dex till start of swash. next turn.

Targeted Strike: full rnd to make attack. normal dam & effect based on body part.

NOTES

Derring do: 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim

Dodging Panache: panache to Imm. action move 5'; neg cha so no dodge non

Kip up: Panache to Stand from prone as move no AOO

Menacing Swordplay: panache to intim. as swift after hitting

Opp. Parry & Riposte: panache to parry, if beat att roll the att fails and use imm action to to att as if making AOO; -2/size enemy is larger. Must have 1 panache.

Superior Feint: standard to miss on purpose; tag. denied dex till start of swash. next turn.

Targeted Strike: full rnd to make attack. normal dam & effect based on body part.

Subtle Blade: immune to disarm, steal, and sunder combat maneuvers made against a light or one-handed piercing melee weapon she is wielding.

4-player

Phlegos has failed in an assassination attempt against Jirandiel and has used up his purple worm venom. Jirandiel is sickened from the aftereffects of the encounter.

B8. Bedroom (high; cont.)

Phlegos (high; cont)

Half-orc investigator (toxin codexer)

LE Medium humanoid (human, orc)

Init +6; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 26, **touch** 16, **flat** 20 (+6 Dex, +6 natural, +4 shield)

hp 91 (11d8+38)

Fort +4, **Ref** +13, **Will** +6

Defensive Abilities freedom of movement, orc ferocity;
Immune poison

OFFENSE

Speed 30 ft.

Melee improvised dagger +14/+9 (1d6+1/19-20)

Special Attacks studied combat (+5, 4 rounds), studied
strike +4d6

Investigator (Toxin Codexer) Extracts Prepared (CL 11th)

4th—~~freedom of movement~~, purple worm poison (DC 18, 2)

3rd—blue whinnis (DC 17, 4), displacement

2nd—~~barkskin~~, black adder venom (DC 16, 2), cat's grace,
false life

1st—giant wasp poison (DC 15, 4), ~~heightened aware~~

STATISTICS

Str 13, Dex 23, Con 12, Int 18, Wis8, Cha 8

BAB +8; CMB +9; **CMD** 25

Feats Catch Off-guard, Improvised Weap Mastery, Insightful
Delivery, Power Attack, Powerful Poison, Weapon Finesse

Skills Acrobatics +10, Bluff +13, Climb +5, Disable Device
+18, Escape Artist +17, Perception +15, Sense Motive +13,
Sleight of Hand +20, Spellcraft +8, Stealth +14, Use Magic
Device +3

Languages Common, Kelish, Orc, Tien, Varisian, Vudrani

SQ alchemy (alchemy crafting +11), inspiration (9/day),
investigator talents (combat inspiration ACG, concentrate
poison, deft palm UC, mutagen), modify toxin, mutagen
(+4/-2, +2 natural armor, 110 minutes), orc blood, poison
lore, swift alchemy, synthetic venom

Combat Gear mutagen APG, black adder venom (DC 18),
blue whinnis (DC 19, 2), giant wasp poison (DC 17, 2),
purple worm poison (DC 20); Other Gear improvised
dagger (2)

NOTES

Wasp Poison: Type poison (injury); Save Fortitude DC 18;
Frequency 1/round for 6 rounds; Cure 1 save. 1d2 dex dam

Black Adder: Type poison (injury); Save Fortitude DC 11;
Frequency 1/round for 6 rounds; Cure 1 save 1d2 Con dam

Purple Worm: Frequency 1/round for 6 rounds; Cure 2
consecutive saves 1d3 Str damage

Inspiration: Probably use at 2x cost on attacks to poison.

Tidepool (high)

Primal Cephalapod (CR 11)

N Gargantuan animal (aquatic)

Init +6; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, **touch** 8, **flat** 18 (+2 Dex, +12 natural, -4 size)

hp 126 (12d8+72)

Fort +16, **Ref** +12, **Will** +5

Defensive Abilities ink cloud; DR 10/cold iron; SR 17

OFFENSE

Speed swim 70 ft.; jet 260 ft.

Melee 2 arms +14 (1d8+9), bite +14 (4d6+9), tentacles +12
(6d6+4/19-20 plus grab)

Space 20 ft.; Reach 20 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (6d6+9)

Spell-Like Abilities (CL 12th; concentration +8)

1/day—dancing lights, faerie fire, lesser confusion (DC 8)

STATISTICS

Str 29, Dex 15, Con 23, Int 2, Wis 12, Cha 2

BAB +9; CMB +22 (**+26 grapple**); CMD 34

Feats Combat Reflexes, Great Fortitude, Improved Critical
(tentacle), Improved Initiative, Lightning Reflexes,
Multiattack, Skill Focus (Perception)

Skills Perception +22, Swim +17

SPECIAL ABILITIES

Ink Cloud (20 ft. radius) (Ex) The primal cephalopod can emit a sphere of ink of the listed radius, once per minute as a free action. The ink provides total concealment in water and persists for 1 minute.

Jet (Ex) The cephalopod can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting and does not provoke attacks of opportunity when it does so.

4-player

The creature is sickened.