

WAREHOUSE ENCOUNTER

Lionfish Grunts (x5)	CR 1/2
Human rogue (swashbuckler) 1 (Pathfinder RPG Advanced Player's Guide 135) LE Medium humanoid (human) Init +6; Senses Perception +4	
STATISTICS	
Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 8 Base Atk +0; CMB +3; CMD 16 Feats Dodge, Improved Initiative Skills Acrobatics +6, Bluff +3, Disable Device +6, Disguise +3, Escape Artist +6, Intimidate +3, Perception +4, Sense Motive +4, Sleight of Hand +6, Stealth +6 Languages Common, Varisian	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) HP 10 each (1d8+2) Fort +1, Ref +4, Will +0	
OFFENSE	
Speed 30 ft. Melee cutlass +3 (1d6+3/18–20) Ranged light crossbow +2 (1d8/19–20) Special Attacks sneak attack +1d6	
TACTICS	
Before Combat If the grunts in the warehouse are given time to prepare for a fight against intruders, they get into tactical positions around the warehouse, hiding around corners and using their thunderstones and smokesticks to disorient opponents. During Combat In addition to flanking and making sneak attacks whenever possible, the guards use the boxes of cargo as weapons, pushing them onto unsuspecting PCs from the other side of the makeshift barriers (see above). Morale Being the lowliest of Aleja's crew members, the warehouse grunts have no wish to die for their cause, and each grunt surrenders when brought to 3 hit points or fewer, or when the last one standing is brought to fewer than 5 hit points.	
INVENTORY	
Combat Gear smokestick, tanglefoot bag, thunderstone Other Gear masterwork studded leather, light crossbow with 10 bolts, cutlass, thieves' tools, 35 gp	

DOCKS ENCOUNTER

Boss Croat Enforcer (x2)	CR 1
Half-orc fighter 2 LE Medium humanoid (human, orc) Init +5; Senses darkvision 60 ft.; Perception +1	
STATISTICS	
Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10 Base Atk +2; CMB +5; CMD 16 Feats Improved Initiative, Iron Will, Weapon Focus (sap) Skills Handle Animal +4, Intimidate +6; Racial Modifiers +2, Intimidate Languages Common, Orc SQ orc blood, weapon familiarity	
DEFENSE	
AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) HP 21 each (2d10+6) Fort +5, Ref +1, Will +3; +1 vs. fear, Defensive Abilities bravery +1, orc ferocity	
OFFENSE	
Speed 30 ft. Melee mwk sap +7 (1d6+3 plus nonlethal) Ranged sling +3 (1d4+3)	
TACTICS	
Before Combat The thugs attempt to sneak up on the PCs and attack them in a surprise round. During Combat Ordering their dog to attack other targets, the half-orc enforcers use their saps to incapacitate individual PCs, targeting the weakest looking ones first and ganging up to utilize sneak attack. Morale The thugs have no wish to die, and attempt to flee if brought to fewer than 6 hit points.	
INVENTORY	
Combat Gear potion of cure light wounds Other Gear masterwork studded leather, masterwork sap, sling with 5 bullets, ornate brass knuckles (30 gp), 14 gp	

Pet Dog (x1)	CR 1/2
Dog (Advanced Template) N Small animal Init +1; Senses low-light vision, scent; Perception +10	
STATISTICS	
Str 17, Dex 17, Con 19, Int 2, Wis 16, Cha 10 Base Atk +0; CMB +2; CMD 15 (19 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +3 (+11 jumping), Perception +10, Survival +3 (+7 scent tracking) Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent	
DEFENSE	
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) HP 8 (1d8+4) Fort +6, Ref +5, Will +3	
OFFENSE	
Speed 40 ft. Melee bite +4 (1d4+3)	

THE *LIONFISH* ENCOUNTER

Lionfish Grunts (x4)	CR 1/2
Human rogue (swashbuckler) 1 (Pathfinder RPG Advanced Player’s Guide 135) LE Medium humanoid (human) Init +6; Senses Perception +4	
STATISTICS	
Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 8 Base Atk +0; CMB +3; CMD 16 Feats Dodge, Improved Initiative Skills Acrobatics +6, Bluff +3, Disable Device +6, Disguise +3, Escape Artist +6, Intimidate +3, Perception +4, Sense Motive +4, Sleight of Hand +6, Stealth +6 Languages Common, Varisian	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) HP 10 each (1d8+2) Fort +1, Ref +4, Will +0	
OFFENSE	
Speed 30 ft. Melee cutlass +3 (1d6+3/18–20) Ranged light crossbow +2 (1d8/19–20) Special Attacks sneak attack +1d6	
TACTICS	
Morale Being the lowliest of Alejia’s crew members, the grunts have no wish to die for their cause, and each grunt surrenders when brought to 3 hit points or fewer, or when the last one standing is brought to fewer than 5 hit points.	
INVENTORY	
Combat Gear smokestick, tanglefoot bag, thunderstone Other Gear masterwork studded leather, light crossbow with 10 bolts, cutlass, thieves’ tools, 35 gp	

Mumbuckle	CR 1
Male gripli alchemist 2 (Pathfinder RPG Advanced Player’s Guide 26, Pathfinder RPG Bestiary 2 149) LE Small humanoid (gripli) Init +5; Senses darkvision 60 ft.; Perception +4	
STATISTICS	
Init +3, AC 16; Ref +6, Will +0, Dex 16, Wis 10; CMD 13 Skills Acrobatics +5, Perception +5, Profession (sailor) +5, Sense Motive +2, Stealth +7 (+11 in marshes or forested areas)	
MUTAGEN STATS	
Str 11, Dex 20, Con 10, Int 15, Wis 8, Cha 12 Base Atk +1; CMB +0; CMD 15 Feats Brew Potion, Martial Weapon Proficiency (rapier), Throw Anything Skills Acrobatics +7, Climb +8, Craft (alchemy) +7, Perception +4, Profession (sailor) +4, Sense Motive +1, Stealth +9 (+13 in marshes or forested areas), Swim +2 Racial Modifiers +4 Stealth in marshes or forested areas Languages Common, Gripli, Polyglot, Varisian SQ swamp stride, alchemy (alchemy crafting +2, discoveries (precise bombs [2 squares]), identify potions), mutagen (+4/–2, +2 natural, 20 minutes), poison use	
DEFENSE	
AC 20, touch 16, flat-footed 15 (+2 armor, +5 Dex, +2 natural, +1 size) HP 14 (2d8+2) Fort +3, Ref +8, Will –1; +2 vs. poison	
OFFENSE	
Speed 30 ft., climb 20 ft. Melee rapier +2 (1d4/18–20) Ranged mwk light crossbow +8 (1d6/19–20) (BASE Ranged mwk light crossbow +6 (1d6/19–20)) Special Attacks bomb 4/day (1d6+2 fire, DC 13) Alchemist Extracts Known (CL 2nd) 1st—bomber’s eyeAPG, jump, touch of the seaAPG	
TACTICS	
Before Combat As soon as Mumbuckle hears trouble outside on deck, he swallows his mutagen and readies his crossbow before rushing out the door to protect the ship. During Combat Mumbuckle throws tanglefoot bags with little regard for his own crew and attacks from the quarterdeck with his bombs and crossbow. If drawn into melee, he draws his rapier and fends off foes as best as he can, calling to his crew to help him. Morale Mumbuckle may be cowardly, but he is dedicated to his captain, Alejia. He fights until all of his fellow crew members are defeated and he is reduced to fewer than 5 hit points, at which point he surrenders, blubbing for his life.	
INVENTORY	
Combat Gear tanglefoot bags (2); Other Gear leather armor, mwk light crossbow with 20 bolts, rapier, formula book (contains all prepared extracts plus cure light wounds and true strike)	

VIPER COVE ENCOUNTER

Rabid Dog (x3)	CR 1/3
Dog N Small animal Init +1; Senses low-light vision, scent; Perception +8	
STATISTICS	
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (15 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking) Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent	
DEFENSE	
AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) HP 6 (1d8+2) Fort +4, Ref +3, Will +1	
OFFENSE	
Speed 40 ft. Melee bite +2 (1d4+1)	
SPECIAL ABILITIES	
Disease (Ex) Rabies: Bite—injury; save Fort DC 14; onset 2d6 weeks; frequency 1/day; effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); cure 2 consecutive saves.	

Alejia Netrav	CR 1
Female vishkanya magus 2 (Pathfinder RPG Bestiary 3 281, Pathfinder RPG Ultimate Magic 9) LE Medium humanoid (vishkanya) Init +6; Senses low-light vision; Perception +1	
STATISTICS	
Str 15, Dex 14, Con 13, Int 14, Wis 8, Cha 10 Base Atk +1; CMB +3; CMD 15 Feats Improved Initiative Skills Disguise +1, Escape Artist +4, Intimidate +5, Perception +1, Profession (sailor) +4, Spellcraft +7, Stealth +4, Swim +6; Racial Modifiers +2 Escape Artist,+2 Perception,+2 Stealth Languages Common, Varisian, Vishkanya, Vudrani SQ poison use, toxic, arcane pool (3 points, +1)	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) HP 16 (2d8+4) Fort +4, Ref +2, Will +2; +2 vs. poison	
OFFENSE	
Speed 30 ft. Melee mwk cutlass +4 (1d6+2/18–20) Ranged hand crossbow +3 (1d4/19–20) Special Attacks poison, spell combat (–2 attack), spellstrike Magus Spells Prepared (CL 2nd; concentration +4) 1st—burning hands (DC 13), corrosive touchUM, magic missile 0 (at will)—acid splash, dancing lights, detect magic, mage hand	
TACTICS	
Before Combat Alejia hides from the PCs when she hears them in either adjacent chamber, positioning herself next to her prisoner and readying her hand crossbow to fire in the surprise round. During Combat Alejia fires her hand crossbow at the first PC to step amid the stone columns, then draws her cutlass and threatens to execute her prisoner if not allowed to leave on the Topaz Titan without being followed. If not permitted to leave with her prisoner, she kills him with a coup de grace on the following round. Once injured, Alejia smears her sword along her open wound to apply her venom to the weapon before making her next attack, and uses spell combat and spellstrike in following rounds. Morale Alejia has come too far to see her plan crumble into ashes, and she fights to the death.	
INVENTORY	
Combat Gear potions of cure light wounds (2) Other Gear masterwork studded leather, hand crossbow with 20 bolts, masterwork cutlass, disguise kit, spell component pouch, spellbook	