

Encounter Summary:

B.

Subtier 3-4:

Aspis Enforcer (Traitorous brigand)

4 Aspis Consortium Guards

Trained Hyena

Subtier 3-4 (4 Player Scaling)

Aspis Enforcer (Traitorous brigand)

2 Aspis Consortium Guards

Trained Hyena

Subtier 6-7

Aspis Enforcer

3 Aspis Consortium Guards (6-7)

Advanced Hyena

Subtier 6-7 (4 Player Scaling)

Aspis Enforcer

2 Aspis Consortium Guards (3-4)

Aspis Consortium Guards (6-7)

Advanced Hyena

C.

Subtier 3-4:

Ungala

4 Brigands

Subtier 3-4 (4 Player Scaling)

Ungala

2 Brigands

C.

Subtier 6-7

Ungala

4 Brigands (Veteran Buccaneers)

Subtier 6-7 (4 Player Scaling)

Ungala

2 Brigands (Veteran Buccaneers)

D or E

Subtier 3-4:

Na'Alu (4 player – Expended Fireball, Bull's Strength, and Arcane Bond daily)

Mannequin Security Robot

Subtier 6-7

Na'Alu

Trained Mannequin Bodyguard

Subtier 6-7

Na'Alu (Expended 5th level spells)

Mannequin Security Robot

Subtier 3-4

ASPIS ENFORCER (TRAITOROUS BRIGAND)

CR 2

Half-orc fighter 3

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +7 (1d12+4/x3) or sap +6 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

TACTICS

During Combat The enforcer gives the hyena a kick and commands it to attack the PCs. Once the enforcer is in striking range, he attacks foes with his axe and uses Intimidate to demoralize tough-looking targets.

Morale The enforcer has his reputation to maintain, so he flees or surrenders only once the battle has truly turned against him and most of his subordinates have fallen or fled.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Handle Animal +5, Intimidate +9, Survival +3, Swim +5

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

TRAINED HYENA

CR 1

N Medium animal

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

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 50 ft.

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

TACTICS

During Combat The hyena charges at the nearest foe and attempts to trip them so its master can finish them off with a cleaving blow.

Morale Despite being trained to obey commands, the hyena is a wild creature that obeys the enforcer out of fear and respect for the “pack leader.” If the Aspis enforcer falls unconscious or uses orc ferocity to keep fighting, the hyena turns on him in order to eliminate its rival. Without the enforcer to order it around, the hyena either flees the docks area or begins to scavenge the battlefield for food as appropriate.

STATISTICS

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

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

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6 (+10 in tall grass); **Racial**

Modifiers +4 Stealth in tall grass

Subtier 6-7

ADVANCED HYENA

CR 2

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

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

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+5 plus trip)

TACTICS

During Combat The hyena charges at the nearest foe and attempts to trip them so its master can finish them off with a cleaving blow.

Morale Despite being trained to obey commands, the hyena is a wild creature that obeys the enforcer out of fear and respect for the “pack leader.” If the Aspis enforcer falls unconscious or uses orc ferocity to keep fighting, the hyena turns on him in order to eliminate its rival. Without the enforcer to order it around, the hyena either flees the docks area or begins to scavenge the battlefield for food as appropriate.

STATISTICS

Str 18, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +10, Stealth +8 (+12 in tall grass); **Racial**

Modifiers +4 Stealth in tall grass

Subtier 3-4

BRIGANDS(4)

CR 1/2

Human warrior 2

NE Medium humanoid (human)

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

DEFENSE

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

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

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

Ranged longbow +3 (1d8/x3)

TACTICS

During Combat The brigands prefer to use their bows to fight at a distance, but they move to intercept anyone who tries to attack Ungala.

Morale A brigand flees or surrenders if reduced to 3 or fewer hit points or if Ungala surrenders

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

Subtier 6-7

BRIGANDS (4) (VETERAN BUCCANEER)

CR 2

Human warrior 4

CE Medium humanoid (human)

Init +3; **Senses** Perception –1

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 26 (4d10+4)

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

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+1/18–20)

Ranged mwk heavy crossbow +8 (1d10/19–20) or throwing axe +7 (1d6+1)

TACTICS

During Combat The brigands prefer to use their crossbows to fight at a distance, but they move to intercept anyone who tries to attack Ungala.

Morale A brigand flees or surrenders if reduced to 5 or fewer hit points or if Ungala surrenders.

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Mobility, Toughness

Skills Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

Languages Common, Orc

Combat Gear *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

Additional Enemies Table

GUARD CR 1

Human warrior 3

LN Medium humanoid (human)

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/x3) or mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

TACTICS

During Combat The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

TRAINED HYDRA CR 4

N Huge magical beast

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

DEFENSE

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

hp 47 (5d10+20); fast healing 5

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 5 bites +6 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +10, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

SPECIAL ABILITIES

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.