

War Hounders (6) CR 1/2

Male human warrior 1
N Medium humanoid

Init +0; **Senses** Listen -1, Spot -1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 5 (1d8+1)

Fort +3, **Ref** +0, **Will** -1

OFFENSE

Spd 30 ft.

Melee sap +2 (1d6+1 nonlethal/x2) or ("Dog claw") spiked gauntlet +2 (1d4+1/x2) or torch -2 (1d3+1 plus 1 point of fire damage)

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

TACTICS

During Combat The War Hounders seek to provide flanking for each other (or Nessian, if present). If they identify a spellcaster, they take a readied action to fire should the caster try to cast a spell.

Morale Fearful of Nessian's wrath, the War Hounders fight on until they only have a single ally left or they are down to their last hit point. Then they flee as fast as they can.

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +1; **Grp** +2

Feats Athletic, Animal Affinity

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

Languages Common

Gear "Dog claw" (spiked gauntlet), sap, light crossbow, leather armor, *programmed tattoo* (a Nessian war hound pack fighting among themselves, see Appendix), torch, tindertwig

War Hounders (Thugs) CR 1

Male human warrior 2
N Medium humanoid

Init +0; **Senses** Listen -1, Spot -1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 11 (2d8+2)

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

OFFENSE

Spd 30 ft.

Melee sap +3 (1d6+1 nonlethal/x2) or ("Dog claw") mwk spiked gauntlet +4 (1d4+1/x2) or torch -1 (1d3+1 plus 1 point of fire damage)

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

TACTICS

During Combat The War Hounders seek to provide flanking for Nessian or each other. If they identify a spellcaster, they take a readied action to fire should the caster try to cast a spell.

Morale Fearful of Nessian's wrath, the War Hounders fight on until they only have a single ally left or they are down to their last hit point. Then they flee as fast as they can.

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +2; **Grp** +3

Feats Athletic, Animal Affinity

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

Languages Common

Gear "Dog claw" (masterwork spiked gauntlet), sap, light crossbow, leather armor, *programmed tattoo* (a Nessian war hound pack fighting among themselves), torch, tindertwig

Black Echelon Operative CR 1/3

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Aura Silence 5-ft. radius

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 6 (1d12)

Fort +0, **Ref** +1, **Will** +2

Defensive Abilities enshrouding mist, silent aura, undead traits;

DR 5/slashing or bludgeoning; **Immune** cold, mind-affecting effects

OFFENSE

Spd 30 ft. (never runs or charges)

Melee ancient rusted sickle -1 (1d6-1) or claw +0 (1d4)

TACTICS

During Combat Black Echelon operatives seek to slowly close with their targets and slice them open. At least one will take a full round to extend its enshrouding mist to guard against ranged attacks. Repeating the tactics they employed in their former lives, Black Echelon operatives often work in pairs, with one encircling a target to establish flanking.

Morale Fearless undead, Black Echelon operatives stop at nothing until they complete their sworn mission.

STATISTICS

Str 11, **Dex** 13, **Con** —, **Int** 11, **Wis** 10, **Cha** 6

Base Atk +0; **Grp** +0

Feats Skill Focus (Hide) and Skill Focus (Swim)

Skills Hide +3, Swim +3

Languages Black Echelon operatives do not speak, though they understand Common

SQ deliberate, enshrouding mist

Gear ancient rusted sickle, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a full-round action, a Black Echelon operative may expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions (DMG 94): anyone attacking a target inside the mist receives a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and dark vision alike, and the operative has no special ability to attack through its own mist. It suffers the same penalty should it attempt a ranged attack.

Silent Aura (Su) Black Echelon operatives are perfectly silent. Their silence dampens all noise in their own square as well as all adjacent squares, just as a silence spell. In addition, although it has no game effect, anyone caught within the silent aura has the creepy sensation that he is moving in slow motion. Treat an operative's silent aura as caster level 5 for the purpose of dispelling attempts.

Elite Black Echelon Operative CR 1 LEVELS 4-5

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Aura Silence 5-ft. radius

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 natural)

hp 13 (2d12)

Fort +0, **Ref** +1, **Will** +3

Defensive Abilities enshrouding mist, silent aura, undead traits;

DR 5/slashing or bludgeoning; **Immune** cold, mind-affecting effects

OFFENSE

Spd 30 ft. (never runs or charges)

Melee mwk sickle +2 (1d6) or claw +1 (1d4)

TACTICS

During Combat Black Echelon operatives seek to slowly close with their targets and slice them open. At least one will take a standard action to extend its enshrouding mist to guard against ranged attacks.

Repeating the tactics they employed in their former lives, Black Echelon operatives often work in pairs, with one encircling a target to create flanking.

Morale Fearless undead, Black Echelon operatives stop at nothing until they complete their sworn mission.

STATISTICS

Str 11, **Dex** 13, **Con** —, **Int** 11, **Wis** 10, **Cha** 6

Base Atk +1; **Grp** +1

Feats Skill Focus (Hide) and Skill Focus (Swim)

Skills Hide +3, Swim +3

Languages Black Echelon operatives do not speak, though they understand Common

SQ deliberate, enshrouding mist

Gear mwk sickle, tattered black leather armor, mist-soaked cloak

SPECIAL ABILITIES

Deliberate (Ex) After centuries of waiting, Black Echelon operatives are endlessly patient. They never charge or run.

Enshrouding Mist (Su) As a standard action, a Black Echelon operative may expand the fog that swirls around its body. This creates a pea-soup fog which extends around the operative in a 30-foot radius, centered on its body as it moves. The mist replicates natural fog conditions (DMG 94): anyone attacking a target inside the mist receives a 20% miss chance. Attackers inside the mist who are adjacent to their opponents, however, do not suffer a miss chance. The mist affects both normal and dark vision alike and the operative has no special ability to attack through its own mist. It suffers the same penalty should it attempt a ranged attack.

Silent Aura (Su) Black Echelon operatives are perfectly silent. Their silence dampens all noise in their own square as well as all adjacent squares, just as a silence spell. In addition, although it has no game effect, anyone caught within the silent aura has the creepy sensation that he is moving in slow motion. Treat an operative's silent aura as caster level 5 for the purpose of dispelling attempts.

Nessian CR 2

Male human variant fighter 2
NE Medium humanoid

Init +1; **Senses** Listen -1, Spot -1

DEFENSE

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

hp 15 (2d10+4)

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

OFFENSE

Spd 30 ft.

Melee "Auger" mwk flail +5 (1d8+2/x2)

Ranged composite longbow +3 (Str +2) (1d8+2/x3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat If Nessian knows the PCs are coming, he consumes his potion of blur (granting a 20% miss chance for 2 minutes) and mage armor (increasing his armor bonus by a further +2 for 1 hour).

During Combat If he can, Nessian takes cover behind the side of the opening for the siege tower bridge and snipes at targets below with his bow. If he's denied targets, he rushes down the stairs, calls his War Hounders to him, and joins the melee with his flail and shield. Where possible, he takes a move action to perform a feint to deny his opponent his Dexterity bonus, triggering a sneak attack. If he fails, and must take a regular attack, he instead uses his Combat Expertise feat to maximum effect, taking a 2 point penalty to his attack roll.

Morale Nessian is a coward at heart. If all his minions are down or his hit points fall below 6, he flees. He is cagey enough, however, to take a withdraw action if it is safer.

STATISTICS

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

Base Atk +2; **Grp** +4

Feats Combat Expertise, Improved Feint

Skills Bluff +3, Climb +1, Craft (trapmaking) +2, Intimidate +5, Jump +5, Ride +2, Swim +2

Languages Common, Kelesh

Combat Gear acid flask, alchemist fire flask, *potion of blur*, *potion of cure light wounds*, *potion of mage armor*, *scroll of cure moderate wounds* (2), *scroll of delay poison* (2), tanglefoot bag;

Other Gear "Auger" masterwork flail, composite long bow (+2 Str), masterwork studded leather, heavy steel shield, *scroll of arcane lock*, smoke sticks (3), *programmed tattoo* (a fiery hellhound leaps at the viewer), jeweled earring (100 gp), 20 gp, 3 pp

SPECIAL ABILITIES

Variant Fighter As a fighter class variant, Nessian has exchanged his fighter bonus feats in exchange for sneak attack progression.

Nessian CR 5

Male human variant fighter 5
NE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0

DEFENSE

AC 18, touch 12, flat-footed 12
(+3 armor, +2 Dex, +3 shield)
hp 37 (5d10+10)
Fort +6, **Ref** +2, **Will** +0

OFFENSE

Spd 30 ft.
Melee "Auger" mwk flail +8 (1d8+2/x2)
Ranged mwk composite longbow +7 (Str +2) (1d8+2/x3)
Special Attacks sneak attack +3d6

TACTICS

Before Combat If Nessian knows the PCs are coming, he consumes his potion of blur (granting a 20% miss chance for 2 minutes) and mage armor (increasing his armor bonus by a further +1 for 1 hour).

During Combat If he can, Nessian takes cover behind the side of the opening for the siege tower bridge and snipes at targets below with his bow. If he's denied targets, he rushes down the stairs, calls his War Hounders to him, and joins the melee with his flail and shield. Where possible, he takes a move action to perform a feint to deny his opponent his Dexterity bonus, triggering a sneak attack. If he fails, and must take a regular attack, he instead uses his Combat Expertise feat to maximum effect, taking a 5 point penalty to his attack roll.

Morale Nessian is a coward at heart. If all his minions are down or his hit points fall below 15, he flees. He is cagey enough, however, to take a withdraw action if it is safer.

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +5; **Grp** +7

Feats Combat Expertise, Improved Feint, Improved Initiative

Skills Bluff +6, Climb +1, Craft (trapmaking) +3, Intimidate +6, Jump +8, Ride +2, Swim +2

Languages Common, Kelesh

Combat Gear acid flask, alchemist fire flask, *potion of blur*, *potion of cure moderate wounds*, *potion of mage armor*, *scroll of cure moderate wounds (2)*, *scroll of cure serious wounds*, *scroll of delay poison (2)*, tanglefoot bag;

Other Gear "Auger" masterwork flail, masterwork composite long bow (+2 Str), *screaming bolt*, +1 *studded leather*, +1 *heavy steel shield*, *scroll of arcane lock*, smoke sticks (3), *programmed tattoo* (a fiery hellhound leaps at the viewer), jeweled earring (100 gp), 20 gp, 3 pp

SPECIAL ABILITIES

Variant Fighter As a fighter class variant, Nessian has exchanged his fighter bonus feats in exchange for sneak attack progression.

RIDING DOG CR 1 (1 for tier 1-2 and 3 for tier 4-5)

XP 400

N Medium [Animal](#)

Init +2; **Senses** low-light vision, [scent](#); [Perception](#) +8

DEFENSE

AC 13, touch 12, flat-footed 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](#))

TACTICS

Before Combat Marrow Chomper is tied to a stake at point **C** on the map. Unless untied (Rope Use DC 5), she cannot go more than two squares from this point.

During Combat Chomper charges the nearest creature that isn't a War Hounder.

Morale Chomper is hungry and ill-treated. She attacks savagely until reduced to a single hit point, whereupon she turns tail and flees.

STATISTICS

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

Base Atk +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