

Act 1: Subtle Warning (both)

THUGS (2 low) (5 high)

Human warrior 2

NE Medium humanoid (human)

Init +6; **Senses** Perception +0

DEFENSE

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

hp 11 each (2d10)

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

OFFENSE

Speed 30 ft.

Melee club +3 (1d6+1)

Ranged light crossbow +5 (1d8/19-20)

TACTICS

Before Combat The thugs apply poison to two of their crossbow bolts.

During Combat The thugs start combat by firing their poisoned crossbow bolts at the least-armored characters in the group, hoping to take down one or two characters. If attacked in Melee, they drop their crossbows and use their clubs instead.

Morale The thugs are not interested in a protracted fight. As soon as they feel they've made their point or it's become obvious that the tide has turned, they shout a final warning and flee.

STATISTICS

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

BAB +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (light crossbow)

Skills Acrobatics +3, Climb +5, Intimidate +4

Languages Common

Combat Gear medium spider poison (2 doses); Other Gear studded leather, club, light crossbow with 20 bolts

MEDIUM SPIDER VENOM

Type poison (injury); **Save** Fortitude DC 14

Frequency 1/round for 4 rounds

Effect 1d2 Str damage; **Cure** 1 save

DOG (low)

N Small animal

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 13, **touch** 12, **flat** 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)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

BAB +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (**Perception**)

Skills Acrobatics +1 (+9 jumping), **Perception** +8

VIOLENT DOG (high)

Advanced riding dog (Pathfinder RPG Bestiary 87, 294)

N Medium Animal

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

DEFENSE

AC 17, **touch** 14, **flat** 13 (+4 **Dex**, +3 natural)

hp 17 (2d8+8)

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

OFFENSE

Speed 40 ft.

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

STATISTICS

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

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

Feats Skill Focus (**Perception**)

Skills Acrobatics +8 (+16 when jumping), **Perception** +10

Act 2: The Runner

BARNEL (both)

Male human expert 3

LE Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 13, **touch** 13, **flat** 10 (+3 **Dex**)

hp 13 (3d8)

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

Act 4: Ambush (low)

TERSULA

Female human sorcerer 2
CN Medium humanoid (human)

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

DEFENSE

AC 17, **touch** 13, **flat** 14 (+4 armor, +2 Dex, +1 dodge)

hp 11 (2d6+2)

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

OFFENSE

Speed 30 ft.

Melee quarterstaff (1d6-1)

Bloodline Spell-Like Abilities (CL **2nd**; concentration +5)

6/day—laughing touch

Sorcerer Spells Known (CL **2nd**; concentration +5)

1st (5/day)—sleep (DC 16), vanish*

0 (at Will)—daze (DC 15), detect magic, ghost hand, message, read magic

Bloodline fey

Base Statistics Without her spells, Tersula's statistics are **AC** 13, **touch** 13, **flat** 10.

STATISTICS

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

BAB +1; **CMB** +0; **CMD** 13

Feats Combat Casting, Dodge, Eschew Materials

Skills Bluff +8, Perception +2, Spellcraft +6, Stealth +4

Languages Common, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells)

Combat Gear potion of cure light wounds, potion of invisibility, wand of mage armor (15 charges); Other Gear quarterstaff

Laughing Touch: Melee touch +3 laugh 1 rd.

Sleep: medium rng 10' burst 4HD creatures lowest HD first.

Daze: 1 rd, 4HD cap.

DURNIL

Female human sorcerer 2
CN Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 16, **touch** 12, **flat** 14 (+4 armor, +2 Dex)

hp 14 (2d6+5)

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

OFFENSE

Speed 60 ft.

Melee morningstar +4 (1d8+3)

Bloodline Spell-Like Abilities (CL **2nd**; concentration +5)

6/day—laughing touch

Sorcerer Spells Known (CL **2nd**; concentration +5)

1st (5/day)—expeditious retreat, vanish

0 (at Will)—daze (DC 15), detect magic, ghost hand, message, read magic

Bloodline fey

Base Statistics Without her spells, Durnil's statistics are **AC** 12, **touch** 12, **flat** 10; **Speed** 30 ft.; **Melee** morningstar +2 (1d8+1); **Str** 12; **CMB** +2; **CMD** 14.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 17

BAB +1; **CMB** +4; **CMD** 16

Feats Eschew Materials, Improved Initiative, Toughness

Skills Bluff +8, **Perception** +1, Spellcraft +5, Stealth +4

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells)

Combat Gear potion of bull's strength, potion of cure light wounds, silenced scroll of shrink item (CL 7th), wand of mage armor (5 charges); Other Gear morningstar

Act 4: Ambush (high)

TERSULA

Female human sorcerer 5
CN Medium humanoid (human)
Init +6; **Senses Perception** +5

DEFENSE

AC 17, **touch** 13, **flat** 14 (+4 armor, +2 **Dex**, +1 dodge)
hp 33 (5d6+13)
Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 60 ft.
Melee mwk quarterstaff +2 (1d6-1)
Bloodline Spell-Like Abilities (CL 5th; concentration +8)
6/day—laughing touch
Sorcerer Spells Known (CL 5th; concentration +8)
2nd (5/day)—ghoul **touch** (DC 15), hideous laughter (DC 17), scorching ray
1st (7/day)—entangle (DC 14), expeditious retreat, obscuring mist, sleep (DC 16), vanish*
0 (at Will)—daze (DC 15), detect magic, ghost hand, message, read magic, touch of fatigue
Bloodline fey

Base Statistics Without her spells, Tersula's statistics are
AC 13, **touch** 13, **flat** 10; **Speed** 30 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17
BAB +2; **CMB** +1; **CMD** 14
Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Silent Spell
Skills Bluff +8, Knowledge (arcana) +9, Perception +5, Spellcraft +9, Stealth +7
Languages Common, Sylvan
SQ bloodline arcana (+2 DC for compulsion spells), woodland stride
Combat Gear potion of cure moderate wounds, wand of invisibility (11 charges), wand of mage armor (50 charges); Other Gear masterwork quarterstaff, cloak of resistance +4

Laughing Touch: Melee touch +3 laugh 1 rd.

Sleep: medium rng 10' burst 4HD creatures lowest HD first.

Daze: 1 rd, 4HD cap.

Hideous Laugh: Short range save negates 5 rds

Scorching Ray: 4d6 ranged tough +4

Entangle: Entangled if fail. Diff. terr. Save end of each turn or entangled. Strength/Escape Art. = to DC to escape as move.

Vanish: 5 rds.

DURNIL

Female human sorcerer 5
CN Medium humanoid (human)
Init +6; **Senses Perception** +1

DEFENSE

AC 16, **touch** 12, **flat** 14 (+4 armor, +2 **Dex**)
hp 33 (5d6+13)
Fort +3, **Ref** +4, **Will** +4

OFFENSE

Speed 60 ft.
Melee mwk morningstar +6 (1d8+3)
Bloodline Spell-Like Abilities (CL 5th; concentration +9)
7/day—laughing touch
Sorcerer Spells Known (CL 5th; concentration +9)
2nd (5/day)—hideous laughter (DC 18), mirror image, web (DC 16)
1st (7/day)—charm person (DC 15), entangle (DC 15), expeditious retreat, magic missile, vanish*
0 (at Will)—daze (DC 16), detect magic, ghost hand, message, read magic, touch of fatigue (DC 14)
Bloodline fey

Base Statistics Without her spells, Durnil's statistics are
AC 12, **touch** 12, **flat** 10; **Speed** 30 ft.; **Melee** mwk morningstar +4 (1d8+1); **Str** 12; **CMB** +3; **CMD** 15.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 18
BAB +2; **CMB** +5; **CMD** 17
Feats Combat Casting, Eschew Materials, Improved Initiative, Silent Spell, Toughness
Skills Bluff +12, **Perception** +1, Spellcraft +8, Stealth +7
Languages Common
SQ bloodline arcana (+2 DC for compulsion spells), woodland stride
Combat Gear potion of bull's strength, potion of cure moderate wounds, silenced scroll of shrink item (CL 7th), wand of invisibility (7 charges), wand of mage armor (23 charges); Other Gear masterwork morningstar, cloak of resistance +1

Act 6: Finale (low)

PARANI AKAR

Female human ranger 4
LE Medium humanoid (human)
Init +6; **Senses** Perception +8

DEFENSE

AC 18, **touch** 15, **flat** 13 (+3 armor, +5 Dex)
hp 34 (4d10+8)
Fort +5, **Ref** +10, **Will** +2

OFFENSE

Speed 40 ft.
Melee greataxe +6 (1d12+3/× 3) or
sap +6 (1d6 nonlethal+3)
Ranged mwk composite longbow +11 (1d8+2/× 3)
Rapid: +9/+9 (1d8+2/× 3)
PB + Rapid: +10/+10 (1d8+3/× 3)
F.A.+PB + Rapid: +12/+12 (1d8+5/× 3)
Special Attacks favored enemy (humans +2)
Ranger Spells Prepared (CL 1st; concentration +2)
1st—longstrider

Base Statistics Without her spell and potion, Parani's statistics are **Init** +4; **AC** 17, **touch** 14, **flat** 13; **Ref** +8; **Speed** 30 ft.; **Ranged** mwk composite longbow +9 (1d8+2/× 3); **Dex** 18; **CMD** 20; **Skills** Stealth +11.

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10
BAB +4; **CMB** +6; **CMD** 22
Feats Endurance, Far Shot, Point-Blank Shot, Power Attack, Rapid Shot
Skills Climb +9, Handle Animal +7, Intimidate +7, **Perception** +8, Stealth +13, Survival +8
Languages Common
SQ favored terrain (urban +2), hunter's bond (animal companion), track +2, wild empathy +4
Combat Gear potion of cat's grace, potion of invisibility, scroll of cure moderate wounds, large scorpion venom (3 doses); Other Gear masterwork studded leather, greataxe, masterwork composite longbow (+2 **Str**) with 20 arrows, sap

Far Shot: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon

TALON

Bird (hawk) animal companion
N Small animal
Init +2; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 14, **touch** 13, **flat** 12 (+2 **Dex**, +1 natural, +1 size)
hp 11 (2d8+2)
Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)
Melee bite +3 (1d4), 2 talons +3 (1d4)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6
BAB +1; **CMB** +0; **CMD** 12
Feats Weapon Finesse
Skills Fly +6, Perception +6
SQ link, share spells

Act 6: Finale (high)

Parani Akar

Female human ranger 7
LE Medium humanoid (human)
Init +6; **Senses** Perception +11

DEFENSE

AC 20, **touch** 15, **flat** 15 (+5 armor, +5 Dex)
hp 54 (7d10+11)
Fort +6, **Ref** +11, **Will** +3

OFFENSE

Speed 40 ft.

Melee mwk greataxe +10/+5 (1d12+3/× 3) or
P.A.: +8/+3 (1d12+9/× 3) or
sap +9/+4 (1d6 nonlethal+3)

Ranged +1 composite longbow +15/+10 (1d8+3/× 3)
D.A.: +13/+8 (1d8+7/× 3)
D.A.+Rapid: +11/+11/+8 (1d8+7/× 3)
D.A.+Rapid+Hum.: +15/+15/+12 (1d8+11/× 3)
D.A.+Rapid+Elf.: +13/+13/+10 (1d8+9/× 3)

Special Attacks favored enemy (elves +2, humans +4)
Ranger Spells Prepared (CL 4th; concentration +5)
1st– entangle (DC 12), longstrider

Base Statistics Without her spell and potion, Parani's statistics are **Init** +4; **AC** 19, **touch** 14, **flat** 15; **Ref** +9; **Speed** 30 ft.; **Ranged** +1 composite longbow +13/+8 (1d8+3/× 3); **Dex** 18; **CMD** 23; **Skills** Stealth +13.

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 8, Wis 12, **Cha** 10
BAB +7; **CMB** +9; **CMD** 25

Feats Deadly Aim, Endurance, Far Shot, Manyshot, PointBlank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow)

Skills Climb +11, Handle Animal +10, Intimidate +10, Perception +11, Spellcraft +5, Stealth +15, Survival +11

Languages Common

SQ favored terrain (urban +2), hunter's bond (animal companion), track +3, wild empathy +7, woodland stride

Combat Gear potion of invisibility, scroll of cure moderate wounds, wand of cat's grace (7 charges), large scorpion poison (5 doses); Other Gear mithral scale mail, +1 composite longbow with 20 arrows, masterwork greataxe, sap

Far Shot: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon

Talon

Bird (hawk) animal companion
N Small animal
Init +3; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 15, **touch** 14, **flat** 12 (+3 **Dex**, +1 natural, +1 size)
hp 26 (4d8+8)
Fort +6, **Ref** +7, **Will** +3
Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)
Melee bite +6 (1d4+1), 2 talons +6 (1d4+1)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 2, Wis 14, **Cha** 6
BAB +3; **CMB** +1; **CMD** 13
Feats Agile Maneuvers, Weapon Finesse
Skills Fly +7, Perception +7
SQ link, share spells