

PFS #5-06 You Have What You Hold Statblocks

Deremin (3-4) CR 4

XP 1,200

Male Human Cleric of Besmara 5

CE Medium humanoid (human)

Init +4; **Senses** Perception +8

Defense

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 36 (5d8+10)

Fort +6, **Ref** +2, **Will** +8

Offense

Speed 20 ft.

Melee rapier +5 (1d6+2/18-20)

Ranged heavy crossbow +3 (1d10/19-20)

Special Attacks channel negative energy 3/day (DC 12, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day copycat (5 rounds), storm burst (1d6+2 nonlethal damage)

Cleric Spells Prepared (CL 5th; concentration +8):

3rd call lightning^D (DC 16), magic vestment, water walk

2nd cure moderate wounds, invisibility^D, shatter (DC 15), spiritual weapon

1st bless, cause fear (DC 14), cure light wounds, divine favor, obscuring mist^D

0 (at will) bleed (DC 13), create water, purify food and drink (DC 13), stabilize

D Domain spell; **Domains** Trickery, Weather

Statistics

Str 14, **Dex** 10, **Con** 12, **Int** 13, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +5 (+7 trip); **CMD** 15 (17 vs. trip)

Feats Combat Casting, Combat Expertise, Improved Initiative, Improved Trip

Skills Knowledge (religion) +9, Perception +8, Profession (sailor) +11, Swim +2

Languages Common, Hallit

SQ aura

Other Gear +1 breastplate, heavy steel shield, crossbow bolts (10), heavy crossbow, rapier, *cloak of resistance*

+1, *pyxes of redirected focus*, key to area c8, 9 gp

Special Abilities

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Negative Energy 3d6 (3/day, DC 12) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Trickery) Granted Powers: You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

Cleric Domain (Weather) Granted Powers: With power over storm and sky, you can call down the wrath of the gods upon the world below.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Combat Expertise +/-1 Bonus to AC in exchange for an equal penalty to attack.

Copycat (6/day) (Sp) Create a single mirror image duplicate

Improved Trip You don't provoke attacks of opportunity when tripping.

Pyxes of redirected focus (1/day) Swap prepared domain spell for domain spell from other domain.

Storm Burst 1d6+2 nonlethal damage (6/day) (Sp) As a standard action, ranged touch attack deals 1d6+2 nonlethal damage to foe in 30 ft. & inflicts a -2 to attack for 1 round.

Before Combat

As part of a prayer earlier in the day, Deremin has already cast magic vestment on his shield.

During Combat

Deremin joins the other pirates, at first casting bless and striking his enemies with spells and storm burst.

Once melee combat is inevitable, he casts divine favor and always maintains an illusory double with copycat. He flanks when possible and uses the trip combat maneuver regularly.

Morale

If Deremin suspects that he is fighting a losing battle--whether as a result of losing multiple scallywags in one round, being attacked in melee by multiple assailants, or simply an uncomfortable hunch--he casts water walk and makes a run for the river. If the PCs cannot threaten him from there, he pauses to strike with another spell or two before casting invisibility to run away.

Deremin (6-7) CR 7

XP 3,200

Male Human Cleric of Besmara 8

CE Medium humanoid (human)

Init +4; **Senses** Perception +11

Defense

AC 24, touch 12, flat-footed 24 (+7 armor, +5 shield, +2 deflection)

hp 55 (8d8+16)

Fort +8, **Ref** +3, **Will** +10; +1 morale vs. fear

Offense

Speed 20 ft.

Melee masterwork rapier +12/+7 (1d6+4/18-20) and rapier +11/+6 (1d6+4/18-20)

Ranged heavy crossbow +9 (1d10+2/19-20)

Special Attacks channel negative energy 3/day (DC 14, 4d6)

Domain Spell-Like Abilities (CL 8th; concentration +11)

8/day *lightning lord*

8 rounds/day *master's illusion* (DC 17, 8 rounds/day)

6/day *copycat* (8 rounds), *storm burst* (1d6+4 nonlethal damage)

Cleric Spells Prepared (CL 8th; concentration +11):

4th *confusion*^D (DC 17), *divine power*, *unholy blight* (DC 17)

3rd *blindness/deafness* (DC 16), *call lightning*^D (DC 16), *cure serious wounds*, *magic vestment*, *water walk*

2nd *cure moderate wounds*, *invisibility*^D, *shatter* (DC 15), *sound burst* (DC 15), *spiritual weapon*

1st *bles*, *cause fear* (DC 14), *cure light wounds*, *divine favor*, *obscuring mist*^D, *shield of faith*

0 (at will) *bleed* (DC 13), *create water*, *purify food and drink* (DC 13), *stabilize*

D Domain spell; **Domains** Trickery, Weather

Statistics

Str 14, **Dex** 10, **Con** 12, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +8 (+12 trip); **CMD** 20 (22 vs. trip)

Feats Combat Casting, Combat Expertise, Improved Initiative, Improved Trip, Shield Focus

Skills Bluff +11, Climb -1, Knowledge (religion) +13, Perception +11, Profession (sailor) +14, Swim +7

Languages Common, Halfling, Hallit

SQ aura

Other Gear +1 *breastplate*, *heavy steel shield*, crossbow bolts (10), heavy crossbow, *masterwork rapier*, rapier, *cloak of resistance* +1, *gauntlet of the skilled maneuver* (trip), *pyxes of redirected focus*, key to area c8, 59 gp

Special Abilities

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Negative Energy 4d6 (3/day, DC 14) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Trickery) Granted Powers: You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

Cleric Domain (Weather) Granted Powers: With power over storm and sky, you can call down the wrath of the gods upon the world below.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Combat Expertise +/-2 Bonus to AC in exchange for an equal penalty to attack.

Copycat (6/day) (Sp) Create a single mirror image duplicate

Improved Trip You don't provoke attacks of opportunity when tripping.

Lightning Lord (8/day) (Sp) As a standard action, call lightning on any number of foes, no two of which are more than 30 ft apart.

Master's Illusion (8 rounds/day, DC 17) (Sp) Hide self and allies in 30 ft, as with veil but enhanced DC.

Pyxes of redirected focus (1/day) Swap prepared domain spell for domain spell from other domain.

Shield Focus +1 Shield AC

Storm Burst 1d6+4 nonlethal damage (6/day) (Sp) As a standard action, ranged touch attack deals 1d6+4 nonlethal dam to foe in 30 ft. & inflicts a -2 to att for 1 rd.

Before Combat

As part of a prayer earlier in the day, Deremin has already cast magic vestment on his shield.

During Combat

Deremin joins the other pirates, at first casting bless and shield of faith before striking his enemies with spells and storm burst. Once melee combat is inevitable, he casts divine power and always maintains an illusory double with copycat. He flanks when possible and uses the trip combat maneuver regularly.

Morale

If Deremin suspects that he is fighting a losing battle--whether as a result of losing multiple scallywags in one round, being attacked in melee by multiple assailants, or simply an uncomfortable hunch--he casts water walk and makes a run for the river. If the PCs cannot threaten him from there, he pauses to strike with another spell or two before casting invisibility to run away.

Helkit Silverbane (3-4) CR 5

XP 1,600

Female Human (Kellid) Barbarian (Mad Dog) 4/Cavalier (Huntmaster) 2 (*Pathfinder Player Companion: Animal Archive 0, 0; Pathfinder RPG Advanced Player's Guide 32*)

NE Medium humanoid (human)

Init +1; **Senses** Perception +9

Defense

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex)

hp 64 (4d12+2d10+22)

Fort +10, **Ref** +2 (+1 bonus vs. traps), **Will** +3; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities but must resist all spells, even allies'

Defensive Abilities trap sense +1

Offense

Speed 30 ft.

Melee +1 greataxe +12/+7 (1d12+7/')

Ranged javelin +7 (1d6+4)

Special Attacks braggart, challenge, rage (5 rounds/day), rage powers (superstition +3)

Statistics

Str 18, **Dex** 12, **Con** 17, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 19

Feats Armor Proficiency (Heavy), Dazzling Display (Braggart), Dramatic Display^{UC}, Outflank^{APG}, Power Attack, Weapon Focus (greataxe)

Skills Acrobatics +8, Appraise +6, Handle Animal +10, Intimidate +10, Knowledge (local) +2, Knowledge (nobility) +2, Perception +9, Perform (dance) +10, Profession (gladiator) +5; **Racial Modifiers** ride mount

Languages Common, Hallit, Skald

SQ bestial challenge, cockatrice's skills, hunting pack, orders (order of the cockatrice), pack tactics, tactician

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*; **Other Gear** +1 *piecemeal armor*, +1 *greataxe*, javelin (3), 227 gp

Special Abilities

+2 Ride while riding your bonded mount. (Ex) Cancel your armor check penalty of -2 while riding your mount.

Animal Companion Link (Ex) You have a link with your Animal Companion.

Bestial Challenge (Ex) Hunting pack also gets challenge bonuses and penalties.

Braggart (Ex) Demoralize as a standard action, +2 to hit demoralized targets.

Cockatrice's Challenge +2 (1/day) (Ex) +2 to damage target, -2 AC vs. others when used, +1 damage when you are the only one threatening the target.

Cockatrice's Skills +1 (Ex) +1 to DC vs. demoralization.

Dazzling Display (Braggart) Your skill with your favored weapon can frighten enemies. Prerequisite: Weapon Focus, proficiency with the selected weapon. Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of p

Dramatic Display Gain +2 on Performance checks, attack rolls, and combat maneuver checks

Hunting Pack +1 (Ex) Animal companions gain listed bonus to Survival to track.

Outflank Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.

Pack Tactics (Ex) Both master and war beast gain +4 when flanking with each other.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Rage (5 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Superstition +3 (Ex) While raging, gain bonus to save vs magic, but must resist all spells, even allies'.

Tactician (Outflank, 4 rds, 1/day) (Ex) Grant the use of your teamwork feats to all allies in 30 ft.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

During Combat

Helkit drinks her potion of enlarge person once combat begins. If her Slayers are still faring well, she then moves closer and uses her Dazzling Display feat to demoralize as many PCs as she can. Her tactics are otherwise simple but brutal: she begins to rage, charges into melee, and makes judicious use of Power Attack and Dramatic Display while commanding Brimstone to flank with her.

Morale

Helkit yields if reduced to 15 hit points or fewer or if all but one of her allies (including Brimstone) fall. If the PCs "accidentally" ignore her surrender, she grits her teeth and fights to her death, cursing them for their dishonor.

Brimstone (tier 3-4)

Male Thylacine (*Pathfinder RPG Bestiary 3 0*)

N Medium animal

Init +3; **Senses** low-light vision; **Perception** +9

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 57 (+30)

Fort +10, **Ref** +8, **Will** +3 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee bite +9 (1d6+6/19-20)

Statistics

Str 18, **Dex** 16, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +4; **CMB** +8 (+10 drag); **CMD** 21 (23 vs. drag, 25 vs. trip)

Feats Improved Drag, Intimidating Prowess, Skill Focus (Perception), Weapon Focus (bite)

Tricks Aid, Attack, Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Perform

Skills Intimidate +6, Perception +9

SQ aid, combat riding, devotion, flank, perform

Special Abilities

Aid [Trick] Aids specified creature on command.

Combat Riding [Trick] The animal has been trained to bear a rider into combat.

Devotion +4 (Ex) +4 morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save.

Flank [Trick] Attempts to attack and flank indicated enemy.

Improved Drag You Drag at +2 and don't cause an attack of opportunity.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Perform [Trick] The animal will perform tricks.

During Combat

Brimstone stays with Helkit, snarling and howling when his master uses Dazzling Display (using aid another to bolster Helkit's Intimidate check). He typically attacks the same target as Helkit.

Morale

Brimstone fights to the death or until called off by Helkit.

Helkit Silverbane (6-7) CR 8

XP 4,800

Female Human (Kellid) Barbarian (Mad Dog) 5/Cavalier (Huntmaster) 4 (*Pathfinder Player Companion: Animal Archive 0, 0; Pathfinder RPG Advanced Player's Guide 32*)

NE Medium humanoid (human)

Init +1; **Senses** Perception +12

Defense

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex)

hp 101 (5d12+4d10+41)

Fort +12, **Ref** +3 (+1 bonus vs. traps), **Will** +4; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities but must resist all spells, even allies'

Defensive Abilities trap sense +1

Offense

Speed 30 ft.

Melee +1 greataxe +15/+10 (1d12+7/')

Ranged javelin +10 (1d6+4)

Special Attacks braggart, challenge, rage (8 rounds/day), rage powers (superstition +3), takedown

Statistics

Str 18, **Dex** 12, **Con** 18, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +9; **CMB** +13; **CMD** 22

Feats Armor Proficiency (Heavy), Dazzling Display (Braggart), Dramatic Display^{UC}, Hero's Display^{UC}, Masterful Display^{UC}, Outflank^{APG}, Power Attack, Weapon Focus (greataxe)

Skills Acrobatics +11, Appraise +6, Handle Animal +13, Intimidate +13, Knowledge (local) +3, Knowledge (nobility) +3, Perception +12, Perform (dance) +13, Profession (gladiator) +6; **Racial Modifiers** ride mount

Languages Common, Hallit, Skald

SQ bestial challenge, cockatrice's skills, expert trainer, ferocious fetch, hunting pack, orders (order of the cockatrice), pack tactics, tactician

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*, *potion of haste*; **Other Gear** +1 piecemeal armor, +1 greataxe, javelin (3), 77 gp

Special Abilities

+2 Ride while riding your bonded mount. (Ex) Cancel your armor check penalty of -2 while riding your mount.

Animal Companion Link (Ex) You have a link with your Animal Companion.

Bestial Challenge (Ex) Hunting pack also gets challenge bonuses and penalties.

Braggart (Ex) Demoralize as a standard action, +2 to hit demoralized targets.

Cockatrice's Challenge +4 (2/day) (Ex) +4 to damage target, -2 AC vs. others when used, +2 damage when you are the only one threatening the target.

Cockatrice's Skills +1 (Ex) +1 to DC vs. demoralization.

Dazzling Display (Braggart) Your skill with your favored weapon can frighten enemies. Prerequisite: Weapon Focus, proficiency with the selected weapon. Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of p

Dramatic Display Gain +2 on Performance checks, attack rolls, and combat maneuver checks

Expert Trainer +2 (Ex) +2 to train mounts, reduced training time option.

Ferocious Fetch (Ex) As a swift action, war beast attempts to drag a foe in 30 ft to you.

Hero's Display Gain +2 on performance combat checks; may demoralize opponents

Hunting Pack +2 (Ex) Animal companions gain listed bonus to Survival to track.

Masterful Display Gain benefits of two performance feats

Outflank Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.

Pack Tactics (Ex) Both master and war beast gain +4 when flanking with each other.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Rage (8 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Superstition +3 (Ex) While raging, gain bonus to save vs magic, but must resist all spells, even allies'.

Tactician (Outflank, 5 rds, 1/day) (Ex) Grant the use of your teamwork feats to all allies in 30 ft.

Takedown (Ex) Dogs trip/dirty trick (entangle), hawks (dazzle or deafen) or blind (if already dazzled) on hit.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

During Combat

Helkit drinks either her potion of enlarge person or potion of haste once combat begins, depending on which would be more advantageous. If her Slayers are still faring well, she moves closer and uses her Dazzling Display feat to demoralize as many PCs as she can. Her tactics are otherwise simple but brutal: she begins to rage, charges into melee, and makes judicious use of Power Attack and her performance combat feats while commanding Brimstone to flank with her.

Morale

Helkit yields if reduced to 25 hit points or fewer or if all but one of her allies (including Brimstone) fall. If the PCs "accidentally" ignore her surrender, she grits her teeth and fights to her death, cursing them for their dishonor.

Brimstone (tier 6-7)

Male Thylacine (*Pathfinder RPG Bestiary 3 0*)

N Medium animal

Init +3; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 76 (+40)

Fort +11, **Ref** +9, **Will** +3 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee bite +12 (1d8+7/19-20)

Statistics

Str 20, **Dex** 17, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +6; **CMB** +11 (+13 drag); **CMD** 24 (26 vs. drag, 28 vs. trip)

Feats Improved Drag, Improved Natural Attack (bite), Intimidating Prowess, Skill Focus (Perception), Weapon Focus (bite)

Tricks Aid, Attack, Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Perform

Skills Intimidate +8, Perception +10

SQ aid, combat riding, devotion, flank, multiattack / extra attack, perform

Special Abilities

Aid [Trick] Aids specified creature on command.

Combat Riding [Trick] The animal has been trained to bear a rider into combat.

Devotion +4 (Ex) +4 morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save.

Flank [Trick] Attempts to attack and flank indicated enemy.

Improved Drag You Drag at +2 and don't cause an attack of opportunity.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Multiattack / Extra Attack Multiattack or second attack with primary weapon at a -5 penalty.

Perform [Trick] The animal will perform tricks.

During Combat

Brimstone stays with Helkit, snarling and howling when his master uses Dazzling Display (using aid another to bolster Helkit's Intimidate check). He typically attacks the same target as Helkit.

Morale

Brimstone fights to the death or until called off by Helkit.

Karvis (3-4) CR 3

XP 800

Female Halfling Druid 4

CN Small humanoid (halfling)

Init +2; **Senses Perception** +11

Defense

AC 21, touch 13, flat-footed 19 (+4 armor, +2 shield, +2 Dex, +1 size, +2 natural)

hp 33 (4d8+12)

Fort +7, **Ref** +4, **Will** +8; +4 vs. fey and plant-targeted effects, +2 vs. fear

Offense

Speed 15 ft.

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 4th; concentration +7):

2nd *barkskin*, *bull's strength*, *chill metal* (DC 15)

1st *cure light wounds*, *magic fang*, *produce flame*, *speak with animals*

0 (at will) *create water*, *flare* (DC 13), *guidance*, *virtue*

Statistics

Str 6, **Dex** 14, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +0; **CMD** 12

Feats Augment Summoning, Spell Focus (conjunction)

Skills Acrobatics -1, Climb -5, Fly +3, Handle Animal +8, Knowledge (nature) +10, Perception +11, Profession (sailor) +7, Survival +11, Swim +0; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Druidic, Halfling, Hallit

SQ nature bonds (animal companion), trackless step, wild empathy +5, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** hide armor, heavy wooden shield, 76 gp

Special Abilities

Animal Companion Link (Ex) You have a link with your Animal Companion.

Augment Summoning Summoned creatures have +4 to Strength and Constitution.

Fearless +2 racial bonus vs Fear saves.

Share Spells with Companion (Ex) Can cast spells with a target of "you" on animal companion, as touch spells.

Spell Focus (Conjuration) Spells from one school of magic have +1 to their save DC.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +5 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (1/day) (Su) Shapeshift into a different creature one or more times per day.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Before Combat

Karvis casts *barkskin* and *produce flame* as her group's boat approaches the PCs. When Scurvy is within reach, Karvis casts *magic fang* and *bull's strength* on her. In the round just before the boats grapple, she summons a giant centipede in the midst of her enemies by spontaneously casting *summon nature's ally I*.

During Combat

Karvis remains in her own boat, supporting the pirates with spells and hurled flame. She drinks her healing *potion* if reduced to 16 or fewer hit points.

Morale

If Scurvy and half of her other allies are killed or incapacitated, Karvis uses wild shape to transform into an eagle and flees north. She also flees if reduced to 8 hit points and she has no healing left.

Scurvy (tier 3-4)

Female Crocodile

N Medium animal

Init +1; **Senses** low-light vision; Perception +1

Defense

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 38 (+20)

Fort +8, **Ref** +5, **Will** +2

Defensive Abilities evasion

Offense

Speed 20 ft., sprint x2, swim 30 ft.

Melee bite +11 (1d8+11) and

tail slap +5 (1d12+3)

Special Attacks death roll

Statistics

Str 24, **Dex** 13, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Power Attack, Toughness

Skills Stealth +6 (+14 in Water), Swim +20; **Racial Modifiers** +8 Stealth in Water

SQ hold breath

Other Gear *amulet of natural armor +1*

Special Abilities

Death Roll (Ex) If you grapple a target, you can roll to inflict bite damage and knock the creature prone.

Evasion (Ex) No damage on successful reflex save.

Hold Breath (x4) (Ex) You can stay under water longer than normal.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Power Attack -1/+2 You can subtract from your attack roll to add to your damage.

Sprint x2 (1/minute) (Ex) 1/minute, increase your land speed by a factor of 2

Swimming (30 feet) You have a Swim speed.

Before Combat

Scurvy swims to Karvis to receive spells and then swims alongside the boat as it approaches the Terrapin.

During Combat

Scurvy clambers aboard the Terrapin and attempts to bite and grab a target. In subsequent rounds she performs a death roll and then tries to drag her prey into the water. If she fails to grab onto her prey, she begins using Power Attack.

Morale

Scurvy fights to the death or until Karvis flees, in which case she attempts to swim away.

Karvis (6-7) CR 6

XP 2,400

Female Halfling Druid 7

CN Small humanoid (halfling)

Init +2; **Senses** Perception +14

Defense

AC 24, touch 14, flat-footed 22 (+5 armor, +2 shield, +2 Dex, +1 size, +3 natural, +1 deflection)

hp 56 (7d8+21)

Fort +8, **Ref** +5, **Will** +9; +4 vs. fey and plant-targeted effects, +2 vs. fear

Offense

Speed 15 ft.

Melee dagger +4 (1d3-2/19-20)

Special Attacks wild shape 2/day

Druid Spells Prepared (CL 7th; concentration +10):

4th *control water*

3rd *call lightning* (DC 16), *greater magic fang*, *quench*

2nd *barkskin*, *bull's strength*, *chill metal* (DC 15), *resist energy*

1st *cure light wounds*, *cure light wounds*, *faerie fire*, *produce flame*, *speak with animals*

0 (at will) *create water*, *flare* (DC 13), *guidance*, *virtue*

Statistics

Str 6, **Dex** 14, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +2; **CMD** 15

Feats Augment Summoning, Combat Casting, Natural Spell, Spell Focus (conjunction)

Skills Acrobatics +1, Climb -3, Fly +5, Handle Animal +11, Knowledge (nature) +13, Perception +14,

Profession (sailor) +7, Survival +14, Swim +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Druidic, Halfling, Hallit

SQ nature bonds (animal companion), trackless step, wild empathy +8, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *hide armor*, *masterwork heavy wooden shield*, dagger, *ring of protection* +1, 76 gp

Special Abilities

Animal Companion Link (Ex) You have a link with your Animal Companion.

Augment Summoning Summoned creatures have +4 to Strength and Constitution.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Fearless +2 racial bonus vs Fear saves.

Natural Spell You can cast spells while in Wild Shape.

Share Spells with Companion (Ex) Can cast spells with a target of "you" on animal companion, as touch spells.

Spell Focus (Conjunction) Spells from one school of magic have +1 to their save DC.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +8 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (2/day) (Su) Shapeshift into a different creature one or more times per day.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Before Combat

Karvis casts barkskin and produce flame as her group's boat approaches the PCs. When Scurvy is within reach, Karvis casts greater magic fang and bull's strength on her. In the round just before the boats grapple, she casts summon nature's ally IV to summon either an owlbear (space permitting) or a medium air elemental in the midst of her enemies.

During Combat

Karvis remains in her own boat, supporting the pirates with spells, hurled flame, and bolts of electricity. She drinks her healing potion if reduced to 28 or fewer hit points.

Morale

If Scurvy and half of her other allies are killed or incapacitated, Karvis uses wild shape to transform into a water elemental and flees north. She also flees if reduced to 14 hit points and she has already consumed her healing potion.

Scurvy (tier 6-7)

Crocodile

N Medium animal

Init +6; **Senses** low-light vision; Perception +1

Defense

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 57 (+30)

Fort +9, **Ref** +7, **Will** +3 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 20 ft., sprint x2, swim 30 ft.

Melee bite +12 (1d8+11) and
tail slap +7 (1d12+4)

Special Attacks death roll

Statistics

Str 25, **Dex** 14, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Power Attack, Toughness

Skills Stealth +8 (+16 in Water), Swim +21; **Racial Modifiers** +8 Stealth in Water

SQ devotion, hold breath

Other Gear *amulet of natural armor* +1

Special Abilities

Death Roll (Ex) If you grapple a target, you can roll to inflict bite damage and knock the creature prone.

Devotion +4 (Ex) +4 morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save.

Hold Breath (x4) (Ex) You can stay under water longer than normal.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Sprint x2 (1/minute) (Ex) 1/minute, increase your land speed by a factor of 2

Swimming (30 feet) You have a Swim speed.

Before Combat

Scurvy swims to Karvis to receive spells and then swims alongside the boat as it approaches the Terrapin.

During Combat

Scurvy clambers aboard the Terrapin and attempts to bite and grab a target. In subsequent rounds she performs a death roll and then tries to drag her prey into the water. If she fails to grab onto her prey, she begins using Power Attack.

Morale

Scurvy fights to the death or until Karvis flees, in which case she attempts to swim away.

Silver Slayers (3-4) (x4) CR 1

XP 400

Human Fighter 2

NE Medium humanoid (human)

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

Defense

AC 16, touch 11, flat-footed 15 (+3 armor, +2 shield, +1 Dex)

hp 21 (2d10+6)

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

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee masterwork light flail +7 (1d8+3)

Ranged javelin +3 (1d6+3)

Statistics

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

Base Atk +2; **CMB** +5; **CMD** 16

Feats Combat Reflexes, Exotic Weapon Proficiency (shield, throwing), Iron Will, Weapon Focus (light flail)

Skills Climb +4, Intimidate +6, Perform (comedy) +2

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, *throwing (metal shields) heavy steel shield*, javelin (3), *masterwork light flail*, 7 gp

Special Abilities

Bravery +1 (Ex) +1 to Will save vs. Fear

Combat Reflexes (2 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

During Combat

The Slayers skirmish with the PCs to buy Helkit a round or two to drink her potions. Several throw their shields to trip PCs, and each tries to screen Helkit from being attacked.

Morale

Helkit's Silver Slayers are handpicked for courage and obedience; they do not yield and fight to the death or until Helkit surrenders.