A2. The Warehouse (both)

Pike Toughs (low: 3) (high: 3)

Human warrior 2 NE Medium humanoid (human)
Init +1; **Senses Perception** –1

DEFENSE
AC 16, **touch** 11, **flat** 15 (+4 armor, +1 Dex, +1 shield)
hp 13 each (2d10+2)
fort +3, **Ref** +1, **Will** –1

OFFENSE
Speed 30 ft.
Melee sap +4 (1d6+2 nonlethal) or
scimitar +4 (1d6+2) or
dagger +4 (1d4+2)
Power attack: -1/+2
Ranged dagger +3 (1d4+2)

TACTICS
During Combat Pike toughs are tasked with guarding slaves, hitting hard and fast with their saps and using Power Attack to subdue a target to be chained up with manacles. When in trouble, a Pike tough drinks a potion of enlarge person and uses Improved Drag to pull an enemy out of position so his allies can surround the creature and beat it unconscious.

STATISTICS
Str 15, **Dex** 12, **Con** 11, **Int** 10, Wis 9, **Cha** 8
BAB +2; **CMB** +4 (+6 drag); **CMD** 15 (17 vs. drag)
Feats Improved Drag, Power Attack
Skills Acrobatics +0, Intimidate +4, Stealth +0
Languages Common
Combat Gear potion of cure light wounds, potion of enlarge person, tanglefoot bag; Other Gear chain shirt, buckler, daggers (2), sap, scimitar, hemp rope (50 ft.), manacles

Notes

Drag: Standard action; both you and your target are moved 5 feet back, with your opponent occupying your original space and you in the space behind that in a straight line. For every 5 by which your attack exceeds your opponent's CMD, you can drag the target back an additional 5 feet.
Improved Drag: You do not provoke when performing a drag combat maneuver; you receive a +2 bonus on checks made to drag a foe.
Slow Reactions: if hit by sneak, no AOOs for 1 rd.

Pike Lieutenant (high: 1)

(Guild initiate) Halfling rogue 5 LE Small humanoid (halfling)
Init +8; **Senses Perception** +9

DEFENSE
AC 18, **touch** 15, **flat** 14 (+3 armor, +4 Dex, +1 size)
hp 41 (5d8+15)
fort +4, **Ref** +11, **Will** +1; +2 vs. fear
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE
Speed 20 ft.
Melee +1 short sword +9 (1d4+1/19–20)
Ranged mwk hand crossbow +9 (1d3/19–20)
Special Attacks sneak attack +3d6

TACTICS
During Combat The rogue uses surprise and flanking to make sneak attacks, as well as slow reactions.

STATISTICS
Str 10, **Dex** 18, **Con** 14, **Int** 10, Wis 8, **Cha** 15
BAB +3; **CMB** +2; **CMD** 16
Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse
Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16
Languages Common, Halfling
SQ rogue talents (finesse rogue, slow reactions)
Combat Gear potions of cure light wounds (2), potion of invisibility; Other Gear masterwork studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwigs (5), 60 gp

4-player Adjustment

Remove one pike from encounter (both tiers).

A3. The Office (both)

Summon Monster III Trap (low)

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS
Trigger touch (alarm); Reset none
Effect spell effect (summon monster, one dretch for 5 rounds)

Summon Monster V Trap (high)

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS
Trigger touch (alarm); Reset none
Effect spell effect (summon monster, four dretches for 9 rds)

Dretch

CE Small outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE
AC 14, **touch** 11, **flat** 14 (+3 natural, +1 size)
hp 18 (2d10+7)
fort +5, **Ref** +0, **Will** +3
Immune electricity, poison; Resist acid 10, cold 10, fire 10;
   DR 5/ cold iron or good
CR 2

OFFENSE
Speed 20 ft.
Melee 2 claws +4 (1d4+1)
Spell-Like Abilities (CL **2nd**; concentration +2)
1/day–cause fear (DC 11), stinking cloud (DC 13), summon
   (level 1, 1 dretch 35%)

STATISTICS
Str 12, **Dex** 10, **Con** 14, **Int** 5, Wis 11, **Cha** 11
BAB +2; **CMB** +2; **CMD** 12
Feats Toughness
Skills Escape Artist +5, **Perception** +5, Stealth +9
Languages Abyssal (cannot speak)

4-Player Adjustment

Remove 1 dretch.

C1. The Guards (low)

Dogs (4)

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 when jumping), Perception +8,
 Survival +1 (+5 scent tracking)

Pike Guard (1)

Human rogue 1 NE Medium humanoid (human)
Init +7; **Perception** +3

DEFENSE
AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)
hp 10 (1d8+2)
fort +1, **Ref** +5, **Will** –1

OFFENSE
Speed 30 ft.
Melee short sword +3 (1d6+2/19–20)
Ranged dagger +3 (1d4+2/19–20)
Special Attacks sneak attack +1d6

STATISTICS
Str 14, **Dex** 17, **Con** 13, **Int** 10, Wis 8, **Cha** 12
BAB +0; **CMB** +2; **CMD** 15
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7
Languages Common
Combat Gear potion of CLW, acid (2), everburning torch,
 tanglefoot bag

4-player Adjustment

Remove 1 dog (both tiers)

C1. Headquarters (high)

Riding Dogs (3)

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

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

STATISTICS
Str 15, **Dex** 15, **Con** 15, **Int** 2, Wis 12, **Cha** 6
BAB +1; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +6 (+14 when jumping), Perception +8,
 Survival +1 (+5 scent tracking);

Advanced Pike Guard (1) (low)

(Border Guard) Half-orc ranger 4 NE Medium humanoid
Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE
AC 18, **touch** 14, **flat** 14 (+4 armor, +4 Dex)
hp 30 (4d10+4)
fort +5, **Ref** +8, **Will** +2

OFFENSE
Speed 30 ft.
Melee mwk falchion +7 (2d4+3/18–20)
Ranged mwk composite longbow +9 (1d8+2/×3)
 Rapid/P.B.: +8/+8 (1d8+3)
 Rapid/P.B/F.E..: +10/+10 (1d8+5)
 Rapid/P.B/F.A..: +10/+10 (1d8+5 +1d6 Fire)
Special Attacks favored enemy (humans +2)
Ranger Spells Prepared (CL 1st; concentration +2)
 1st–resist energy

STATISTICS
Str 14, **Dex** 18, **Con** 12, **Int** 10, Wis 113, **Cha** 8
BAB +4; **CMB** +6; **CMD** 20
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +8, Intimidate +8 Perception +8, Stealth +10,
Languages Common, Orc
Combat Gear +1 flaming arrows (3), potion of cure
 moderate wounds

C2. Northern Building (low)

Pike Toughs (2)

Human warrior 2 NE Medium humanoid (human)
Init +1; **Senses Perception** –1

DEFENSE
AC 16, **touch** 11, **flat** 15 (+4 armor, +1 Dex, +1 shield)
hp 13 each (2d10+2)
fort +3, **Ref** +1, **Will** –1

OFFENSE
Speed 30 ft.
Melee sap +4 (1d6+2 nonlethal) or
          scimitar +4 (1d6+2) or
          dagger +4 (1d4+2)
          Power attack: -1/+2
Ranged dagger +3 (1d4+2)

TACTICS
During Combat Pike toughs are tasked with guarding slaves, hitting hard and fast with their saps and using Power Attack to subdue a target to be chained up with manacles. When in trouble, a Pike tough drinks a potion of enlarge person and uses Improved Drag to pull an enemy out of position so his allies can surround the creature and beat it unconscious.

STATISTICS
Str 15, **Dex** 12, **Con** 11, **Int** 10, Wis 9, **Cha** 8
BAB +2; **CMB** +4 (+6 drag); **CMD** 15 (17 vs. drag)
Feats Improved Drag, Power Attack
Skills Acrobatics +0, Intimidate +4, Stealth +0
Languages Common
Combat Gear potion of cure light wounds, potion of enlarge person, tanglefoot bag; Other Gear chain shirt, buckler, daggers (2), sap, scimitar, hemp rope (50 ft.), manacles

Vinius Borr

Female human expert 2/rogue 1 NE Medium humanoid
Init +2; **Perception** +3

DEFENSE
AC 14, **touch** 12, **flat** 12 (+2 armor, +2 **Dex**)
hp 17 (3d8)
fort +0, **Ref** +4, **Will** +2

OFFENSE
Speed 30 ft.
Melee sap +2 (1d6+1 nonlethal)
Special Attacks sneak attack +1d6

TACTICS
During Combat Vinius tries to avoid combat, but when forced to fight she uses Improved Feint and her allies to make as many sneak attacks as she can. When facing an armored target, she uses her wand of shocking grasp.
Morale Vinius is not interested in a fight and surrenders if reduced to 5 or fewer hit points.

STATISTICS
Str 13, **Dex** 15, **Con** 10, **Int** 12, Wis 8, **Cha** 16
BAB +1; **CMB** +2; **CMD** 14
Feats Combat Expertise, Improved Feint, Skill Focus (Use Magic Device)
Skills Bluff +9, Climb +5, Diplomacy +7, Disable Device +7, Disguise +7, Escape Artist +6, Intimidate +9, Knowledge (local) +8, Linguistics +6, **Perception** +3, Profession (servant) +3, Sense Motive +3, Sleight of Hand +8, Stealth +6, Swim +5, Use Magic Device +12
Languages Common, Gnoll, Kelish, Varisian
SQ trapfinding +1
Combat Gear wand of shocking grasp (45 charges); Other Gear leather armor, sap, 19 gp

Notes

Shocking Grasp: +3 to melee touch (+5 net) vs armored; 1d6 electric

4-player Adjustment

Remove one pike tough.

C2. Northern Building (high)

Pike Toughs (3)

Human warrior 2 NE Medium humanoid (human)
Init +1; **Senses Perception** –1

DEFENSE
AC 16, **touch** 11, **flat** 15 (+4 armor, +1 Dex, +1 shield)
hp 13 each (2d10+2)
fort +3, **Ref** +1, **Will** –1

OFFENSE
Speed 30 ft.
Melee sap +4 (1d6+2 nonlethal) or
scimitar +4 (1d6+2) or
dagger +4 (1d4+2)
Power attack: -1/+2
Ranged dagger +3 (1d4+2)

STATISTICS
Str 15, **Dex** 12, **Con** 11, **Int** 10, Wis 9, **Cha** 8
BAB +2; **CMB** +4 (+6 drag); **CMD** 15 (17 vs. drag)
Feats Improved Drag, Power Attack
Skills Acrobatics +0, Intimidate +4, Stealth +0
Languages Common
Combat Gear potion of cure light wounds, potion of enlarge person, tanglefoot bag

Pike Lieutenant (1)

(Guild initiate) Halfling rogue 5 LE Small humanoid (halfling)
Init +8; **Senses Perception** +9

DEFENSE
AC 18, **touch** 15, **flat** 14 (+3 armor, +4 Dex, +1 size)
hp 41 (5d8+15)
fort +4, **Ref** +11, **Will** +1; +2 vs. fear
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE
Speed 20 ft.
Melee +1 short sword +9 (1d4+1/19–20)
Ranged mwk hand crossbow +9 (1d3/19–20)
Special Attacks sneak attack +3d6

STATISTICS
Str 10, **Dex** 18, **Con** 14, **Int** 10, Wis 8, **Cha** 15
BAB +3; **CMB** +2; **CMD** 16
Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse
Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16
Languages Common, Halfling
SQ rogue talents (finesse rogue, slow reactions)
Combat Gear potions of cure light wounds (2), potion of invisibility

Vinius Borr

Female human expert 2/rogue 1
NE Medium humanoid (human)
Init +2; **Senses Perception** +3

DEFENSE
AC 14, **touch** 12, **flat** 12 (+2 armor, +2 **Dex**)
hp 17 (3d8)
fort +0, **Ref** +4, **Will** +2

OFFENSE
Speed 30 ft.
Melee sap +2 (1d6+1 nonlethal)
Special Attacks sneak attack +1d6

TACTICS
During Combat Vinius tries to avoid combat, but when forced to fight she uses Improved Feint and her allies to make as many sneak attacks as she can. When facing an armored target, she uses her wand of shocking grasp.
Morale Vinius is not interested in a fight and surrenders if reduced to 5 or fewer hit points.

STATISTICS
Str 13, **Dex** 15, **Con** 10, **Int** 12, Wis 8, **Cha** 16
BAB +1; **CMB** +2; **CMD** 14
Feats Combat Expertise, Improved Feint, Skill Focus (Use Magic Device)
Skills Bluff +9, Climb +5, Escape Artist +6, Intimidate +9, Perception +3, Sense Motive +3, Sleight of Hand +8, Stealth +6, Swim +5, Use Magic Device +12
Languages Common, Gnoll, Kelish, Varisian
SQ trapfinding +1
Combat Gear wand of shocking grasp (45 charges);

4-player Adjustment

Remove one pike tough.

Notes

Shocking Grasp: +3 to melee touch (+5 net) vs armored; 1d6 electric

C3. Southern Building (both)

Pike Toughs (low: 3) (high: 4)

Human warrior 2 NE Medium humanoid (human)
Init +1; **Senses Perception** –1

DEFENSE
AC 16, **touch** 11, **flat** 15 (+4 armor, +1 Dex, +1 shield)
hp 13 each (2d10+2)
fort +3, **Ref** +1, **Will** –1

OFFENSE
Speed 30 ft.
Melee sap +4 (1d6+2 nonlethal) or
　　　scimitar +4 (1d6+2) or
　　　dagger +4 (1d4+2)
　　　Power attack: -1/+2
Ranged dagger +3 (1d4+2)

STATISTICS
Str 15, **Dex** 12, **Con** 11, **Int** 10, Wis 9, **Cha** 8
BAB +2; **CMB** +4 (+6 drag); **CMD** 15 (17 vs. drag)
Feats Improved Drag, Power Attack
Skills Acrobatics +0, Intimidate +4, Stealth +0
Languages Common
Combat Gear potion of cure light wounds, potion of enlarge person, tanglefoot bag; Other Gear chain shirt, buckler, daggers (2), sap, scimitar, hemp rope (50 ft.), manacles

Pike Slaver (high: 1)

(Cruel Devotee) Human monk 5 LE Medium humanoid
Init +5; **Senses Perception** +11

DEFENSE
AC 17, **touch** 17, **flat** 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)
hp 41 (5d8+5)
fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments
Defensive Abilities evasion; **Immune** disease

OFFENSE
Speed 40 ft.
Melee unarmed strike +6 (1d8+3) or mwk siangham +7 (1d6+3) or unarmed strike flurry of blows +6/+6 (1d8+3)
Ranged javelin +4 (1d6+3)
Special Attacks flurry of blows, stunning fist (5/day, DC 15)

TACTICS
During Combat The Pike slaver uses Stunning Fist to make opponents drop their weapons, using attacks of opportunity against foes who try to retrieve them.

STATISTICS
Str 16, **Dex** 13, **Con** 12, **Int** 10, Wis 16, **Cha** 8
BAB +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)
Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist
Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, **Perception** +11, Sense Motive +11, Stealth +9
Languages Common
SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.
Combat Gear potions of cure light wounds (2); Other Gear javelin, masterwork siangham, cloak of resistance +1, ring of protection +1

4-player Adjustment

Remove one pike tough.

B2. The Inn's 2nd Floor (both)

Pike Assassins (low: 3) (high: 4)

Cutpurse Human rogue 1 NE Medium humanoid (human)
Init +7; **Perception** +3

DEFENSE
AC 16, **touch** 13, **flat** 13 (+3 armor, +3 Dex)
hp 10 (1d8+2)
Fort +1, **Ref** +5, **Will** –1

OFFENSE
Speed 30 ft.
Melee short sword +3 (1d6+2/19–20)
Ranged dagger +3 (1d4+2/19–20)
Special Attacks sneak attack +1d6

STATISTICS
Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12
BAB +0; **CMB** +2; **CMD** 15
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6
Languages Common
Combat Gear potion of cure light wounds, acid (2), everburning torch, tanglefoot bag; Other Gear masterwork studded leather, daggers (5), short sword, thieves' tools

Pike Lieutenant (high: 1)

(Guild initiate) Halfling rogue 5 LE Small humanoid (halfling)
Init +8; **Senses Perception** +9

DEFENSE
AC 18, **touch** 15, **flat** 14 (+3 armor, +4 Dex, +1 size)
hp 41 (5d8+15)
fort +4, **Ref** +11, **Will** +1; +2 vs. fear
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE
Speed 20 ft.
Melee +1 short sword +9 (1d4+1/19–20)
Ranged mwk hand crossbow +9 (1d3/19–20)
Special Attacks sneak attack +3d6

TACTICS
During Combat The rogue uses surprise and flanking to make sneak attacks, as well as slow reactions.

STATISTICS
Str 10, **Dex** 18, **Con** 14, **Int** 10, Wis 8, **Cha** 15
BAB +3; **CMB** +2; **CMD** 16
Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse
Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16
Languages Common, Halfling
SQ rogue talents (finesse rogue, slow reactions)
Combat Gear potions of cure light wounds (2), potion of invisibility; Other Gear masterwork studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwigs (5), 60 gp

Notes

Slow Reactions: if hit by sneak, no AOOs for 1 rd.

4-player Adjustment

1-2: remove 1 assassin
3-4: remove 2 assassins