

Sandpoint NPC Stats v1.0

Created by Eeveerulz55, platinumCheesecake, for use in Paizo's Rise of the Runelords

This document houses statblocks I've created for all of Sandpoint's most prominent NPCs. For the most part, I've only made stats for NPCs of CR 3 and above with class levels (2 NPC levels=1 PC class level, rounded down) or NPCs who make sense to be included in the Attack on Sandpoint in Chapter 4 (such as paladins and the sandpoint guardsmen). Since the book assumes the players probably don't have more than a day to prepare, most spellcasting NPCs have their less-than-optimal day-to-day spells prepared in lieu of more useful combat spells. If given more heads-up time, you can assume a lot of the prepared casters will have far more versatile spells at the ready. An exclamation mark signifies that a given spell or item is already used and is factored into the statblock.

Again, these stats are primarily for use in Chapter 4, and as such the Tactics section will be mostly devoted towards the raid. For all NPCs that have a chance to assist, I've included sample statistics on the likelihood of where they would be in-town if caught by surprise at the attack. Additionally, I have noted that some NPCs are probably not going to attract the ire of the PCs, such as the Sczarni members and unfriendly fellows like Davrien Hosk, but I added the stats anyway for completionist's sake. Included in the stats is an estimate on the NPC's Attitude, or how willing that character is to assist in the raid; alongside the the Diplomacy DC needed to get them to help the PCs in particular during combat. This doesn't exactly dictate their willingness to help at all, but specifically to help the PCs. For example, the Garrison are all pretty much forced to help, but that doesn't mean they'd freely pull away from their assigned post just to help the players. Feel free to adjust these Diplomacy values to suit your personal campaign.

Because as-written in the AP no NPCs are intended to assist the PCs in the raid, I estimate that for roughly every 8 cumulative CR of NPCs you add to the raid you should add an additional stone giant to a warband somewhere.

Just some additional suggestions and fun ideas to try:

- Each round the giants have at an area with PCs uninvolved, roll 2d4 to determine the number of civilians captured or killed. If the result is an 8, instead of having mundane NPCs captured, you should have one major NPC be caught or killed, at your discretion.
- In addition, every round after 10 that Longtooth lives, roll 2d4 as before to determine the number of civilians killed. Also, every 4 rounds starting with the 12th, roll 1d4-1 to determine the number of buildings, mundane or otherwise, damaged or burnt down.

Example of Attitude and Location indicators

Sandpoint Guard (x8) CR ½ Each (Pg 373 in the anniversary edition)

XP 200

Attitude:*Indifferent (mandatory); DC 10*

Location: 100% chance Northgate Siege

NPCs Included by Location

For each NPC in an area, roll d% to determine if they are in the area at that time. It makes sense for the possibility of more than one NPC to be present to assist in a given round. I suggest rolling in advance so as to familiarize yourself with the NPC before combat. Or you could also just pick which ones you want to help out, too. Nothing wrong with that!

All links below lead to other sections of this document for ease of use.

Round 1: The Northgate Siege

[Sandpoint Garrison](#), DC 10; 100% chance

[Belor Hemlock](#), DC 15; 100% chance

Round 3: Chaos at Tanner's Bridge

[Abstalar Zantus](#), DC 0; 80% chance

Round 8: Dragonfire Inferno

[Sabyr Sorn](#), DC 14; 5% chance

[Alliver Podiker](#), DC 33; 30% chance

Round 9: Mill Pond

[Cyrdak Drokkus](#), DC 18; 10% chance

[Kaye Tesarani](#), DC 18, 10% chance

[Vorvashali Voon](#), DC 16, 15% chance

[Hannah Velerin](#), DC 12, 25% chance

Round 12: Beer or Death

[Ameiko Kaijitsu](#), DC 8, 70% chance

[Davrien Hosk](#), DC 29, 35% chance

[Vorvashali Voon](#), DC 16, 10% chance

[Gavin Deverin](#), DC 8 100% chance

Round 12: Dragonfire Inferno

[Hannah Velerin](#), DC 12, 10% chance

[Abstalar Zantus](#), DC 0; 100% chance

Round 16: Looting Scarnetti Manor

[Jubaryl Vhiski](#), DC 35, 20% chance

Round 16: Dragonfire Inferno

[Cyrdak Drokkus](#), DC 18; *100% chance*
[Sir Jasper Korvaski](#), DC 8, *60% chance*
[Madame Mvashti](#), DC 19, *30% chance*
[Chask Haladan](#), DC 22, *10% chance*

Round 20: Dragonfire Inferno

[Ilsoari Gandethus](#) DC 21, *20% chance*
[Chask Haladan](#), DC 22, *20% chance*

Round 24: Dragonfire Inferno

[Jubaryl Vhiski](#), DC 35, *15% chance*
[Kaye Tesarani](#), DC 18, *45% chance*
[Ameiko Kaijitsu](#), DC 8, *40% chance*

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Abstalar Zantus CR 3

XP 800

Attitude: *Helpful; DC 0*

Location: *80% chance Chaos at Tanner's Bridge, 100% chance Dragonfire Inferno*

Round 12

Male human cleric of Desna 4

CG Medium humanoid (human)

Init -1; **Senses** [Perception](#) +6

DEFENSE

AC 14, [touch](#) 9, [flat-footed](#) 14 (+3 [armor](#), -1 [Dex](#), +2 [shield](#))

hp 31 (4 HD; 4d8+10)

Fort +5, **Ref** +0, **Will** +7

OFFENSE

Speed 40 ft.

Melee light mace +5 (1d6+2)

Special Attacks Channel Energy 2d6 (7/day; DC 15),

Cleric Spells Prepared (CL 4th; [concentration](#) +7)

2nd-- *lesser restoration, locate object, owl's wisdom, share language*

1st-- *bless, dream feast, remove sickness, sanctify corpse, protection from evil*

0-- *detect poison, guidance, mending, purify food and drink*

Domain powers (Good, Travel) -- Agile Feet (6/day), Touch of good (+2; 6/day)

TACTICS

Before Combat Father Zantus is likely not prepared for combat, and his spells do not pose much combat capability. All he probably has time to do is to run into the chapel and hastily don armor he hasn't worn in ages and grab some weapons.

During Combat He does not really engage any combats directly, instead he tries to save civilians and channel energy when he can, and replaces his rather useless spells for cure spells. If the PCs seem to be doing poorly and he is nearby, he'll devote 1d3 rounds to trying to assist in any way he can. If he absolutely must fight, he fights defensively or uses total

defense. He has a starknife, but he doesn't really know how to use it, so he prefers a simple mace

Morale He values the lives of others and the town above his own. He is not afraid to die for the sake of society.

STATISTICS

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

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

Feats Extra Channel, Persuasive, Toughness

Skills Diplomacy +11, Intimidate +3, Knowledge (religion) +7, Perception +6

Languages Common

SQ Aura of chaos and good, spontaneous casting

Combat Gear 2 *potions of cure moderate wounds*, **Other Gear** studded leather, heavy steel shield, silver holy symbol of desna, ceremonial starknife, 15 gp

Belor Hemlock CR 3

XP 800

Attitude: *Helpful (mandatory); DC 15*

Location: *100% chance Northgate Siege*

Male Shoanti fighter 4

CG Medium humanoid (human)

Init +2; **Senses** [Perception](#) +2

DEFENSE

AC 17, [touch](#) 12, [flat-footed](#) 15 (+4 [armor](#), +2 [Dex](#), +1 [shield](#))

hp 38 (4 HD; 4d10+12)

Fort +6, **Ref** +3, **Will** +4

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork longsword +9 (1d8+5/19-20)

Ranged composite longbow +6 (1d8+1/x3)

TACTICS

Before Combat Hemlock does what he can to prepare the clearly outclassed garrison members for the upcoming assault.

During Combat Hemlock prefers to shoot the giants with his longbow as long as possible, knowing full well they can kill a man in one hit. He orders the garrison to retreat if two guardsmen die.

Morale Hemlock has sworn his duty to the law, but that doesn't mean he's not a bit scared. He himself will fight to the death so that his brothers-in-arms have the ability to fight another day.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18

Feats Alertness, Iron Will, Point-blank shot, Step Up, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +8, Intimidate +6, Perception +2, Sense Motive +3

Languages Common, Shoanti

SQ armor training, bravery +1

Combat Gear masterwork longsword, longbow, *potion of cure light wounds* **Other Gear**
chainmail, buckler

Sabyl Sorn CR 3

XP 800

Attitude: *Indifferent DC 14*

Location: *5% chance Dragonfire Inferno Round 8*

Female human monk 4

LN Medium humanoid (human)

Init +1; **Senses** [Perception](#) +9

DEFENSE

AC 15, [touch](#) 15, [flat-footed](#) 10 (+2 [Dex](#), +1 Dodge, +1 Monk, +1 Wis)

hp 33 (4 HD; 4d8+12)

Fort +6, **Ref** +5, **Will** +8 (+2 vs enchantments)

Defensive Abilities evasion, slow fall

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+2)

Special Attacks Flurry of Blows +4 (1d8+2)

TACTICS

Before Combat Sabyl meditates in her room.

During Combat Sabyl approaches each fight with a clear strategy and analyzes the most optimal decision in each situation. She uses many combat maneuvers and special abilities to win fights without even landing a lethal blow if possible. However, against creatures both difficult to hit and to incapacitate, Sabyl will devote herself to fighting defensively to maintain battlefield control and to assisting allies with the aid another action.

Morale Sabyl will not be defeated without honor, and every engagement she partakes in is a duel with no retreat.

STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 16

Feats Crane Style, Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will, Stunning Fist, Weapon Focus (unarmed strike)

Skills Climb +9, Knowledge (history) +12, Knowledge (religion) +8, Knowledge (planes) +5, Perception +9, Ride +8, Sense Motive +9

Languages Common, Sylvan

SQ ki pool (4), slow fall

Combat Gear Temple sword, *potion of cure light wounds* **Other Gear** very fine historic masterwork fan (for Perform) worth 340 gp, 23 gp, 86 sp

SPECIAL ABILITIES

Well-versed (Ex)

Sabyl has a vast knowledge gained from her immense library. This grants her a +4 competence bonus on Knowledge (history) and Knowledge (planes) checks and allows her to make such checks untrained.

Alliver Podiker CR 4

XP 1200

Male Half-Varisian Alchemist 5

Attitude: *Unfriendly*; DC 33

Location: 30% chance Round 8 Dragonfire Inferno

LE medium humanoid (human)

Init +2; **Senses** [Perception](#) +6

DEFENSE

AC 18, [touch](#) 12, [flat-footed](#) 16 (+1 [armor](#), +1 [deflection](#), +2 [Dex](#), +4 [shield](#))

hp 51 (5 HD; 5d8+25)

Fort +7, **Ref** +5, **Will** +1

Defensive Abilities poison resistance +4

OFFENSE

Speed 30 ft.

Melee mwk war razor +5 (1d4+1 plus possible poison/19-20)

Ranged Bomb +5 (3d6 splash plus 1d6 acid)

Special Attacks Bomb 3d6; 7/day; DC 14

Alchemist Extracts Prepared (CL 5th; [concentration](#) +7)

2nd-- *delay poison, invisibility* (2)

1st-- *cure light wounds, disguise self, enlarge person, see alignment, shield!*

TACTICS

Before Combat He casts shield on himself before any engagement.

During Combat If encountered as a part of influence with Sczarni, his immediate response is to flee, using invisibility and disguise self to make a quick getaway. During the raid, however, he remains awfully faithful to his fellow brothers in crime, and initially insists on defending them. If convinced by the PCs to assist, he then fights defensively, always keeping note of where his goons and customers are so he can duck out of combat if needed.

Morale He knows he's one of the stronger members in town, and if reduced to below 10 hit points, knows he and his crew cannot win. He attempts to flee, and encourages any remaining associates to do so as well.

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16

Feats Deceitful, Brew Potion, Quick Draw, Throw Anything, Toughness

Skills Bluff +6, Craft (alchemy) +15, Disguise +6, Heal +8, Perception +6, Sense Motive +5, Use Magic Device +7

Languages Common, Osiriani, Varisian

SQ acid bomb, concentrate poison, mutagen, poison use, swift alchemy

Combat Gear mwk war razor, *potion of cure serious wounds* **Other Gear** *ring of protection* +1, 3 doses drow poison, 1 dose giant wasp poison, 10 doses honeydust, 2 doses greenblood oil, formula book containing all spells prepared plus 2d4 formulae of 1st level and 1d4 of 2nd level

Cyrdak Drokkus CR 5

XP 1600

Attitude: *Friendly*; DC 18

Location: 10% Mill pond, 100% Dragonfire Inferno Round 16

Male human bard 6

CN Medium humanoid (human)

Init +2; Senses [Perception](#) +5

DEFENSE

AC 15, [touch](#) 13, [flat-footed](#) 12 (+2 [armor](#), +2 [Dex](#), +1 [dodge](#),)

hp 46 (6 HD; 6d8+8)

Fort +4, Ref +9, Will +6 (+4 vs. [bardic performance](#), [language-dependent](#), and sonic)

Defensive Abilities *blur* (20% miss chance)

OFFENSE

Speed 30 ft.

Melee whip +8 (1d3)

Ranged +1 *shortbow* +9 (1d6+1/x3)

Special Attacks [bardic performance](#) 23 rounds/day ([countersong](#), [distraction](#), [fascinate](#) [DC 15], [inspire competence](#) +2, [inspire courage](#) +2, [suggestion](#) [DC 16]),

Bard Spells Known (CL 6th; [concentration](#) +9)

2nd (5/day)--*blur!*, *heroism!*, *minor image* (DC 15), *snapdragon fireworks* (DC 15)

1st (4/day)-- *charm person* (DC 14), *cure light wounds*, *expeditious retreat*, *hideous laughter* (DC 14), *identify*, *ventriloquism*

0 (at will)-- *dancing lights*, *daze*, *ghost sound*, *message*, *spark*, *summon instrument*

TACTICS

Before Combat Cyrdak is not expecting a raid, and in the rounds leading up to the dragonfire inferno he hastily casts *blur* and *heroism* on himself. These are factored into the stats above, excluding the bonus for skill checks from *heroism* (for ease in the out-of combat skill checks he is likely to assist the PCs with).

During Combat Cyrdak likes the attention he gets from acting heroic, but also is very devoted to protecting his hometown. He tries not to engage any threats, and prefers to spend his time assisting others; moving around the battlefield using his *daredevil softpaw boots*. If

forced to attack, he tries his best to use his wits and find the enemy's weak points before going on the offensive. His personal motto is that you can convince anyone of anything with the right mindset and the right illusion.

Morale Cyrdak is fiercely loyal to the theater, and will defend it at all costs.

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +4; **CMB** +5; **CMD** 17

Feats Dodge, Extra Performance, Weapon finesse, Whip Mastery

Skills Acrobatics +9, Bluff +8, Diplomacy +7, Disguise +9, Knowledge (arcana) +13, Knowledge (nobility) +14, Knowledge (history) +11, Knowledge (local) +15, Perform (act) +12, Perform (oratory) +12, Perception +5, Sense Motive +6, Spellcraft +8

Languages Common, Varisian

SQ versatile performance (act), lore master

Combat Gear +1 *shortbow*, *potion of cure moderate wounds* whip, **Other Gear** *daredevil softpaw boots*, leather armor, mwk guitar, 3 daggers, 24 pp

Ameiko Kaijitsu CR 4

XP 1,200

Attitude: *Helpful*; DC 8

Location: 70% chance *Beer or Death*, 40% chance *Dragonfire Inferno Round 24*

Female [human aristocrat](#) 1/[bard](#) 3/[rogue](#) ([rake](#)) 1

CG Medium [humanoid](#) ([human](#))

Init +2; **Senses** [Perception](#) +7

DEFENSE

AC 17, [touch](#) 14, [flat-footed](#) 14 (+3 [armor](#), +1 [deflection](#), +2 [Dex](#), +1 [dodge](#))

hp 26 (5d8+5)

Fort +2, **Ref** +7, **Will** +6; +4 vs. [bardic performance](#), language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 [mithral rapier](#) +5 (1d6+2/18–20)

Ranged [dagger](#) +4 (1d4+1/19–20)

Special Attacks [bardic performance](#) 12 rounds/day ([countersong](#), [distraction](#), [fascinate](#), [inspire competence](#) +2, [inspire courage](#) +1), [bravado's blade](#), [sneak attack](#) +1d6

Bard Spells Known (CL 3rd; [concentration](#) +7)

1st (4/day)—[charm person](#) (DC 15), [cure light wounds](#), [feather step](#), [unseen servant](#)

0th (at will)—[detect magic](#), [light](#), [mage hand](#), [prestidigitation](#), [summon instrument](#), [unwitting ally](#) (DC 14)

TACTICS

Before Combat She casts [unseen servant](#) every morning.

During Combat When able to strike first in a combat, she uses bravado's blade to intimidate foes instead of dealing [sneak attack](#) damage. She begins combat by activating her [bardic performance](#). She always uses [Arcane Strike](#) in battle (these bonuses are included in her stats above). In the raid, she understands that her combat skills might not be up to snuff with the PCs, so if they are present she'll opt to put most of her effort into her bardic performances.

Morale She is loyal to her friends, and never abandons an ally in combat. Alone, her bravery isn't as great. When she is faced with a dangerous foe and has no allies in peril, she prefers to flee if reduced below 15 [hit points](#).

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +2; CMB +2; CMD 16

Feats [Arcane Strike](#), [Dodge](#), [Iron Will](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +10, [Bluff](#) +12, [Diplomacy](#) +12, [Intimidate](#) +12, [Knowledge](#) (arcana) +6, [Knowledge](#) (local) +8, [Knowledge](#) (nobility) +6, [Knowledge](#) (religion) +6, [Perception](#) +7, [Perform](#) (sing) +12, [Perform](#) (string) +12 (+14 with mwk samisen), [Profession](#) (tavern keeper) +4, [Spellcraft](#) +9, [Stealth](#) +10

Languages Common, Tian, Elven

SQ [bardic knowledge](#) +1, PC gear, [versatile performance](#) (string)

Combat Gear [potion](#) of [remove disease](#), [wand of cure moderate wounds](#) (25 charges), [wand of identify](#) (40 charges); **Other Gear** +1 *leather armor*, +1 [mithral rapier](#), daggers (3), [ring of protection +1](#), belt pouch, gold signet ring worth 100 gp, masterwork samisen, silver holy symbol, spell component pouch, 18 pp, 3 gp

Ilsoari Gandethus CR 5

XP 1600

Attitude: *Indifferent*; DC 21

Location: 20% chance *Dragonfire Inferno Round 20*

LN male human conjurer 4/rogue 2

Init +2; **Senses** [Perception](#) +6

DEFENSE

AC 17, [touch](#) 12, [flat-footed](#) 15 (+4 [armor](#), +2 [Dex](#), +1 [natural](#),)

hp 29 (6 HD; 2d8+4d6+4)

Fort +1, **Ref** +6, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 *rapier* +6 (1d6+2/18-20)

Ranged shortbow +5 (1d6/x3)

Special Attacks sneak attack 1d6

Wizard Spells Prepared (CL 4th; [concentration](#) +7)

2nd-- *acid arrow* (DC 16), *summon monster II* (2), *invisibility*

1st-- *burning hands* (DC 14), *expeditious retreat*, *grease* (DC 15), *identify*, *mage armor*!

0-- *detect magic*, *detect poison*, *ray of frost*, *virtue*

Opposition Schools- abjuration, enchantment

School Powers -- Summoner's Charm +2, Acid Dart (6/day, ranged touch 1d6+2)

TACTICS

Before Combat Ilsoari casts *mage armor* before combat begins if he has the chance. This is factored into the stats above.

During Combat The protection of the students at the academy is his first priority. While he might be slightly eager to show that he hasn't lost his touch, he is more scared for his and the students' safety. He'll fight defensively, and will cast *summon monster II* just to distract and defend the area.

Morale Ilsoari defends as long as he can; but sheperds the students out of hiding to all run away if he drops below 10 hp.

STATISTICS

Str 12, **Dex** 14, **Con** 11, **Int** 17, **Wis** 9, **Cha** 13

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

Feats Combat Casting, Iron Will, Scribe Scroll, Spell Focus (conjuration), Weapon Finesse

Skills Appraise +12, Bluff +6, Disable Device +9, Knowledge (arcana) +11, Knowledge (dungeoneering) +10, Linguistics +7, Perception +6, Sense Motive +4, Spellcraft +12

Languages Aklo, Common, Draconic, Gnomish, Shoanti

SQ arcane school, arcane bond (+1 *rapier*), stand up, trapfinding

Combat Gear +1 *rapier* **Other Gear** *amulet of natural armor*, spellbook containing all prepared spells plus 1d4 2nd level spells and 2d6 1st level spells

Madame Mvashti CR 7 (probably a LOT lower, maybe around CR 4ish)

XP 3200

Attitude: *Indifferent*; DC 19

Location: 30% chance *Dragonfire Inferno Round 16*

Female venerable human druid 3/sorcerer 4/mystic theurge 1

N medium humanoid (human)

Init +3; **Senses** [Perception](#) +15

DEFENSE

AC 9, [touch](#) 9, [flat-footed](#) 9 (-1 [Dex](#))

hp 29 (8 HD; 3d8+5d6-5)

Fort +5, **Ref** +3, **Will** +14

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d6-3)

Ranged mwk dagger +4 (1d4-3/19-20)

Druid Spells Prepared (CL 4th; [concentration](#) +8)

2nd-- *barkskin* (2), *gust of wind* (DC 16), *lesser restoration*

1st-- *call animal*, *enlarge person*, *entangle* (DC 15), *nereid's grace*, *read weather*

0-- *create water*, *flare*, *mending*, *purify food and drink*

Sorcerer Spells Known (CL 5th; [concentration](#) +9)

2nd (5/day)-- *blur*, *detect thoughts* (DC 17), *obscure object*

1st (7/day)-- *alarm*, *detect charm*, *discern next of kin*, *hypnotism* (DC 15)

0 (at will)-- *bleed*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*

Bloodline Powers -- *Touch of Destiny* (7/day), *Fated* +1

Domain Powers (growth subdomain)-- *Enlarge* (7/day)

TACTICS

Before Combat Despite being taken care of by her only daughter, Koya, Madame Mvashti commands her daughter to not participate in the fight, and hobbles over to assist instead. Mvashti has not fought in a long time, and her spells are not conducive to combat for the most part. She initially takes effort to hide herself in the shelter of her home, but if the situation is dire, she'll hobble out and cast *Barkskin* and *blur* if at all possible. She has not

had to use defensive spells in a long time, and will not expect to have to. As per her lack of preparation, these buffs are not included in the stats above.

During Combat Her back hurting her, she rarely moves more than half her speed. She knows she is frail and doesn't bother trying to engage threats one-on-one. She tries her best to support any allies with her spells and powers that may prove useful, using her sage wisdom and years of experience to instruct any allies on when to retreat or give up should be necessary.

Morale She sees Sandpoint's Heroes as an icon of her own youth and adventurous spirit, and is willing to sacrifice all she can to see their success, somehow knowing the dire importance the heroes truly have. If encountered otherwise and her illusions and divinations fail to influence, she simply shrugs and surrenders to her aggressor's whim on the third round of any engagement.

STATISTICS

Str 4, Dex 8, Con 8, Int 11, Wis 18, Cha 18

Base Atk +4; CMB +1; CMD 9

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell focus (divination), Still Spell

Skills Bluff +10, Knowledge (history) +7, Perception +15, Profession (fortune teller) +11, Spellcraft +8

Languages Common, Druidic, Sylvan

SQ bloodline arcana (personal spells +1 saves/spell level), combined spells, sorcerer bloodline (fated), spontaneous casting, trackless step, wild empathy, woodland stride

Combat Gear mwk dagger, quarterstaff, *scroll of dispel magic* **Other Gear** *cloak of resistance +2, scroll of augury*

Davrien Hosk CR 3

XP 800

Attitude: *Unfriendly*; DC 29

Location: 35% chance *Beer or Death*

Male human ranger 4

N Medium humanoid (human)

Init +3; **Senses** [Perception](#) +6

DEFENSE

AC 16, [touch](#) 13, [flat-footed](#) 13 (+3 [armor](#), +3 [Dex](#))

hp 40 (4 HD; 4d10+16)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft

Melee scimitar +5 (1d6+1/18-20)

Ranged mwk composite longbow +8 (1d8+1/x3)

Special Attacks favored enemy (goblinoids +2),

Ranger Spells Prepared (CL 1st; [concentration](#) +2)

1st-- longstrider!

TACTICS

Before Combat Davrien casts longstrider at the beginning of every morning. This is factored into the stats above.

During Combat Davrien wastes no time getting behind cover and holding his ground. He aims to make a full attack each turn until forced to retreat to a better hiding spot.

Morale Davrien is no fool. He knows when he is outmatched and is constantly looking for an easy escape option. If brought below 20 hp he'll run away to try and heal up before returning to the fight.

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 18

Feats Endurance, Point-blank shot, Rapid Shot, Toughness, Quick Draw

Skills Climb +8, Heal +6, Handle Animal +6 Knowledge (geography) +7, Perception +6, Ride +10, Survival +8

Languages Common

SQ favored terrain (coniferous forests), hunter's bond (war horse named Smoky), track, wild empathy

Combat Gear mwk longbow, scimitar, *potion of cure moderate wounds* **Other Gear**

mwk studded leather, gold earring worth 160 gp, 30 gp

Gaven Deverin CR 3

XP 800

Attitude: *Helpful; DC 8*

Location: *100% chance Beer or Death*

Male human Paladin of Abadar 2/expert 3

LG Medium humanoid (human)

Init -1; Senses [Perception](#) +8

DEFENSE

AC 16, [touch](#) 9, [flat-footed](#) 16 (+5 [armor](#), -1 [Dex](#), +2 [natural](#))

hp 35 (5 HD; 2d10+3d8+7)

Fort +7, Ref +3, Will +8

OFFENSE

Speed 20 ft.

Melee mwk glaive +7 (1d10+6/x3)

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

Reach 5 ft.

Special Attacks smite evil (1/day), Lay on Hands 1d6 (6/day)

Spell-Like Abilities (CL 2nd; [concentration](#) +5)

At will--*detect evil*

TACTICS

Before Combat Gaven drinks his potion of Barkskin at the start of the raid. This, alongside Power Attack on every swing, is factored into the stats above

During Combat He knows the giants can probably kill him a single errant blow. His duty is to protect society first rather than to slaying evil. He does his best to act as a combat medic throughout the attack, but seeing his brewery targeted, he moves to a fairly concealed vantage point nearby to observe the nature of the giants' business.

Morale He will die for Sandpoint.

STATISTICS

Str 15, Dex 9, Con 13, Int 12, Wis 10, Cha 16

Base Atk +4; CMB +6; CMD 15

Feats Cleave, Extra Lay on Hands, Skill focus (Profession(brewer)), Power Attack

Skills Appraise +7, Climb +8, Diplomacy +11, Knowledge (nobility) +9, Knowledge (religion) +7, Perception +8, Profession (brewer) +11, Sense Motive +6, Spellcraft +5

Languages Common, Varisian

SQ aura of good, divine grace

Combat Gear mwk glaive, 3 *potions of cure light wounds*, *potion of barkskin* +2 **Other**

Gear scale mail, light crossbow, 20 cold iron bolts

Sir Jasper Korvaski CR 3

XP 800

Attitude: *Helpful*; DC 8

Location: 60% chance *Dragonfire Inferno Round 16*

Male human paladin of Iomedae 3/expert 1

LG Medium humanoid (human)

Init +6; Senses [Perception](#) +0

DEFENSE

AC 15, [touch](#) 12, [flat-footed](#) 13 (+3 [armor](#), +2 [Dex](#))

hp 27 (4 HD; 3d10+1d8+7)

Fort +7, Ref +6, Will +9

Immune disease

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +4 (1d8+3/19-20), dagger +3 (1d4+1/19-20)

Special Attacks smite evil (1/day), Lay on Hands 1d6 (4/day)

Spell-Like Abilities (CL 3rd; [concentration](#) +6)

At will--*detect evil*

TACTICS

Before Combat Sir Korvaski spends his time in the first few rounds of the raid finding and donning the armor that he is not used to having to wear.

During Combat He draws the attention of giants and fights defensively or uses Total Defense. He assumes that he probably won't be a significant offensive threat, so he delegates his abilities to taking hits and to possibly making attacks of opportunity. Especially when Cyrdak is around, he tries to take hits that spellcasters would take otherwise.

Morale He fights until below 5 hp, when he falls to the back line and tries to heal up

STATISTICS

Str 14, Dex 15, Con 12, Int 8, Wis 10, Cha 16

Base Atk +3; CMB +5; CMD 17

Feats Combat Reflexes, Improved Initiative, Two-weapon fighting, Weapon Focus (longsword)

Skills Acrobatics +2

Languages Common

SQ aura of courage, aura of good, divine grace

Combat Gear +1 *longsword*, dagger, Other Gear studded leather, silver pearl ring worth a staggering 750 gp.

Chask Haladan CR 4

XP 1200

Attitude: *Unfriendly*; DC 22

Location: 10% chance *Dragonfire Inferno Round 16*; 20% chance *Dragonfire Inferno Round 20*

Male human bard 3/expert 3

CG Medium humanoid (human)

Init +1; **Senses** [Perception](#) +7

DEFENSE

AC 14, [touch](#) 11, [flat-footed](#) 13 (+1 [armor](#), +1 [Dex](#), +2 [shield](#))

hp 33 (6 HD; 6d8+3)

Fort +4, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6-1/18-20)

Ranged shortbow +7 (1d6+1/x3)

Special Attacks [bardic performance](#) 16 rounds/day ([countersong](#), [distraction](#), [fascinate](#) [DC 13], [inspire competence](#) +2)

Bard Spells Known (CL 3rd; [concentration](#) +5)

1st (4/day)-- *comprehend languages*, *cure light wounds*, *identify*, *unseen servant!*

0 (at will)-- *detect magic*, *know direction*, *light*, *mage hand*, *read magic*, *prestidigitation*

TACTICS

Before Combat He casts [unseen servant](#) every morning.

During Combat Chask will not engage threats. His first instinct is to flee any engagement. If he has no allies and retreat is not an option, he'll try and disarm his opponent before going on the offensive. He saves his emergency *scroll of fear* for when he truly feels threatened.

Morale Chask is far from brave and will flee combat at full HP

STATISTICS

Str 8, **Dex** 12, **Con** 11, **Int** 17, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 14

Feats Combat Expertise, Extra Performance, Great Fortitude, Improved Disarm

Skills Acrobatics +5, Appraise +8, Bluff +6, Disable Device +5, Disguise +6, Escape Artist +5, Handle Animal +6, Heal +5, Knowledge (all) +12, Linguistics +7, Perception +7, Perform (oratory) +11, Sleight of hand +5, Spellcraft +8, Stealth +5, Survival +5, Use Magic Device +6

Languages Common, Celestial, Dwarf, Goblin, Sylvan, Tengu, Varisian

SQ bardic knowledge, versatile performance, well-versed

Combat Gear club, shortbow, *scroll of fear*, Other Gear 8 +1 arrows, mwk heavy shield, 419 sp

Jubrayl Vhiski CR 6

XP 2,400

Attitude: *Hostile; DC 35*

Location: *20% chance Looting Scarnetti Manor, 15% chance Dragonfire Inferno Round 24*

Male human rogue 7

NE Medium humanoid (human)

Init +8; **Senses** [Perception](#) +9

DEFENSE

AC 19, [touch](#) 14, [flat-footed](#) 15 (+4 [armor](#), +4 [Dex](#), +1 [shield](#))

hp 48 (7 HD; 7d8+14)

Fort +3, **Ref** +9, **Will** +1

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk kukri +8 (1d4+2/18-20 x2), mwk kukri +8 (1d4+1/18-20 x2); or mwk kukri +10 (1d4+2/19-20 x3)

Ranged dagger +9 (1d4+2/19-20)

Special Attacks sneak attack +4d6

TACTICS

During Combat If encountered as a part of Looting Scarnetti Manor, he is hiding out by the bushes nearby to observe the giants and possibly join in the looting one he finds an opening. Regardless, he is cocky and arrogant, and shows off as much as possible in combat.

Morale His confidence falters when he drops below 25 hp. He then hides away regardless of the state of his allies and waits until he is either healed enough to return to the fray or he has some other advantage. If brought below 5 hp, he feigns his own death with Bluff.

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 21

Feats Exotic Weapon Proficiency (Kukri), Improved Initiative, Two-weapon fighting, Two-weapon defense, Weapon Finesse, Weapon focus (Kukri)

Skills Bluff +11, Disguise +11, Disable Device +17, Escape Artist +14, Intimidate +11, Knowledge (local) +7, Perception +9, Sense Motive +6, Sleight of Hand +14, Stealth +14

Languages Common, Varisian

SQ trapfinding, fast getaway, face in the crowd

Combat Gear 2 masterwork kukri, *potion of cure serious wounds* **Other Gear** +1

studded leather, 6 daggers, a number of highly incriminating documents that the Sczarni would arrange to pay up to 2000 gp to hide, 80 pp in miscellaneous jewelry and coins

Kaye Tesarani CR 3

XP 800

Attitude: *Indifferent; DC 18*

Location: *10% chance Mill Pond, 45% chance Dragonfire Inferno Round 24*

Female human rogue 3/sorcerer 1

CG Medium humanoid (human)

Init +6; **Senses** [Perception](#) +5

DEFENSE

AC 18, [touch](#) 12, [flat-footed](#) 16 (+2 [armor](#), +2 [Dex](#), +4 [shield](#))

hp 31 (4 HD; 3d8+1d6+11)

Fort +4, **Ref** +6, **Will** +4

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sickle +4 (1d6+2)

Ranged shortbow +4 (1d6)

Special Attacks sneak attack +2d6

Sorcerer Spells Known (CL 1st; [concentration](#) +3)

1st (4/day)-- *charm person* (DC 15), *shield*

0 (at will)-- *acid splash*, *ghost sound*, *mage hand*, *virtue*

Bloodline Powers --Corrupting Touch (5/day)

TACTICS

Before Combat Kaye casts shield before she even considers engaging an enemy.

During Combat If she gets the first strike, she will attack with her sickle for some precision damage if she can. She tries her best to set up options for flanking, using her acrobatics to skate around the battlefield without getting hit.

Morale If she gets hit by a giant at all, she moves behind the PCs and switches to her shortbow while retreating if possible.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** 12

Feats Arcane Armor Training, Improved Initiative, Weapon finesse

Skills Acrobatics +9, Diplomacy +10, Disguise +10, Knowledge (local) +8, Linguistics +8, Perception +5, Sense Motive +7, Spellcraft +7

Languages Common, Elven, Gnome, Goblin, Halfling, Shoanti

SQ bloodline arcana (+2 DC for charms), charmer

Combat Gear sickle, *scroll of true strike*, **Other Gear** *cloak of resistance* +1, hide shirt, shortbow, 20 arrows, onyx choker worth 65 gp, 10 gp, 4 sp

Shoanti Bouncer CR 2

XP 600

Male [human barbarian](#) 3

CN Medium [humanoid](#) ([human](#))

Init +1; Senses [Perception](#) +7

DEFENSE

AC 16, [touch](#) 9, [flat-footed](#) 15 (+5 [armor](#), +1 [Dex](#), -2 [rage](#), +2 [shield](#))

hp 40 (3 HD 3d12+15)

Fort +8, Ref +4, Will +4

Defensive Abilities [trap sense](#) +1, [uncanny dodge](#)

OFFENSE

Speed 45 ft.

Melee mwk [longsword](#) +8 (1d8+4/19–20)

Ranged [javelin](#) +4 (1d6+4)

Special Attacks [rage](#) (11 rounds/day), rage powers ([swift foot](#) +5 feet)

TACTICS

During Combat These bouncers are not a part of the raid. They are here in case PCs get in trouble at the brothel. The bouncers' main goals are to incapacitate their enemies with lethal damage. If the offender dies, they are not too concerned, as any aggression they make always is followed under Sandpoint Law.

Base Statistics When not raging, the base statistics are:

AC 19, [touch](#) 11, [flat-footed](#) 18; hp 34; Fort +6, Will +2; Speed 40 ft.; Melee mwk [longsword](#) +6 (1d8+2/19–20); Ranged [javelin](#) +4 (1d6+2); Str 15, Con 16; CMB +5.

STATISTICS

Str 19, Dex 13, Con 20, Int 8, Wis 12, Cha 10

Base Atk +3; CMB +7; CMD 16

Feats [Cleave](#), [Lightning Reflexes](#), [Power Attack](#)

Skills [Handle Animal](#) +6, [Intimidate](#) +6, [Perception](#) +7, [Profession](#) (bouncer) +4, [Survival](#) +7

Languages Common, Shoanti

SQ [fast movement](#)

Combat Gear mwk scale mail, heavy steel shield, javelins (4), masterwork [longsword](#),

Other Gear 65 gp

Vorvashali Voon CR 4

XP 1200

Attitude: *Indifferent*; DC 16

Location: 15% chance Mill Pond, 10% chance Beer or Death

Male human abjurer 2/rogue 2/expert 2

LN Medium humanoid (human)

Init +7; **Senses** [Perception](#) +8

DEFENSE

AC 20, [touch](#) 16, [flat-footed](#) 16 (+3 [Dex](#), +1 [dodge](#), +2 [deflection](#), +4 [shield](#))

hp 39 (6 HD; 4d8+2d6+14)

Fort +2, **Ref** +5, **Will** +7; (+2 vs evil creatures)

Resist fire 5

Defensive Abilities evasion, *protection from evil*

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +0 (1d8+1/19-20)

Ranged mwk shortbow +7 (1d6+1 plus 1d6 acid/x3)

Special Attacks sneak attack +1d6, point blank shot

Spell-Like Abilities (CL 2nd; [concentration](#) +4)

Wizard Spells Prepared (CL 2nd; [concentration](#) +4)

1st-- *alarm*, *shield!*, *thunderstomp*, *vanish*

0-- *detect magic*, *mage hand*, *open/close*, *ray of frost*

Opposition Schools-- Necromancy, Transmutation

School Powers -- resistance, protective ward +1 (2 rounds, 5/day)

TACTICS

Before Combat Vorvashali knows his store is a prime target for looting, and decides that the magical equipment is as good as lost if he doesn't use it to defend himself. He spends a few rounds gearing up and casts *shield* and *protection from evil* before the giants come. His stats above assume these buffs and that he is fighting an evil creature.

During Combat Vorvashali prefers to fight at a distance, using *vanish* to get himself behind cover and then sneak attacking foes from as far away as he can get. He is initially hesitant to

use some of his valuable goods, but resolves himself once he sees the power of the foes he is up against.

Morale With his life savings on him, he fights to the death

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 16

Feats Dodge, Improved initiative, Iron will, Scribe scroll, Point-blank Shot

Skills Appraise +14, Bluff +10, Disable device +12, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (nobility) +9, Knowledge (religion) +8, Linguistics +6, Perception +8

Languages Abyssal, Common, Draconic, Dwarven

SQ arcane bond (raven familiar), resistance, sniper's eye, trapfinding

Combat Gear mwk shortbow, 4 +1 *corrosive arrows*, *scroll of acid arrow* **Other Gear** +1 *longsword*, *wand of sleep (50)*, *scroll of protection from evil!*, noble's clothes and jewelry worth 230 gp, 30 arrows, spellbook containing all core abjuration spells of 1st level plus 1d6 others, 140 gp, 65 sp

Hannah Velerin CR 3

XP 800

Attitude: *Friendly*; DC 12

Location: 25% chance Mill Pond, 10% chance Dragonfire Inferno Round 12

Female elf cleric of Gozreh 3/expert 1

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision 60 ft., *deathwatch*; [Perception](#) +10

DEFENSE

AC 17, [touch](#) 12, [flat-footed](#) 15 (+3 [armor](#), +2 [Dex](#), +2 [natural](#))

hp 21 (4 HD; 4d8+3)

Fort +3, **Ref** +3, **Will** +8 (+2 vs enchantments)

Immune sleep

OFFENSE

Speed 30 ft.

Melee longspear +2 (1d8)

Reach 5 ft.

Ranged mwk longbow +4 (1d8/x3)

Special Attacks channel positive energy 2d6 (DC 13, 7/day)

Cleric Spells Prepared (CL 3rd; [concentration](#) +6)

2nd-- *aid*, *barkskin!*, *lesser restoration*

1st-- *deathwatch!* *diagnose disease*, *magic stone*, *obscuring mist*

0-- *create water*, *guidance*, *light*, *stabilize*

Domain Powers (plant, water) -- Wooden Fist (6 rounds/day) , Icicle (1d6+1, 6/day)

TACTICS

Before Combat Hannah is out buying supplies for a trip to the wilderness when the giants arrive. As such, she only has time to cast *barkskin* and *deathwatch* a few rounds into the raid.

During Combat Hannah does not directly attack the giants. She channels on civilians and the PCs and plays the role of combat medic. Unless backed into a corner, she will switch out all prepared spells for cure spells, starting with the weaker in-combat spells.

Morale Hannah does not fight, but will put the lives of others above her own. She flees from all direct engagements, but if necessary, she will fight to the death.

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14

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

Feats Extra Channel, Selective Channel

Skills Heal +10, Perception +10, Profession (midwife) +11, Survival +9; Racial bonuses +2 perception

Languages Common, Elven

SQ aura of good, elven magic, spontaneous casting

Combat Gear longspear, mwk longbow, 2 *potions of cure moderate wounds*, *scroll of remove blindness/deafness* **Other Gear** mwk studded leather, 3 daggers, net, peridot ring worth 40 gp, 18 gp, 4 sp