

## Yargin Balko

CR 1

Male human expert 2  
LE Medium humanoid  
**Init** +2; **Senses** Perception +4

---

### DEFENSE

---

**AC** 14, touch 12, flat-footed 12  
(+2 armor, +2 Dexterity)  
**hp** 11 (2d8+2)  
**Fort** +1, **Ref** +2, **Will** +2

---

### OFFENSE

---

**Spd** 30 ft.  
**Melee** dagger +1 (1d4/19–20)  
**Ranged** *acid splash* +2 touch (1d3 acid) or  
alchemical item +2 touch (varies)

---

### TACTICS

---

**During Combat** Yargin prefers to use his *wand of acid splash* in combat, but since he needs to roll a 13 to activate it with a Use Magic Device check, it's prone to failing him—each time it does, he erupts into a loud burst of profanity, shaking the wand in frustration. Once he fails the third time to use the wand, he gives up and switches to thrown vials of acid and tanglefoot bags. He's deathly afraid of melee combat, and fights with his dagger only if cornered.

**Morale** Once he's used up his alchemical items and his wand has failed him three times (or as soon as he takes any melee damage at all) Yargin shrieks in panic and attempts to flee to Gaedren's side to warn him. That he might inadvertently lead Gaedren's enemies right to him doesn't cross his mind in his panicked state.

---

### STATISTICS

---

**Str** 10, **Dex** 14, **Con** 13, **Int** 11, **Wis** 9, **Cha** 8  
**Base Atk** +1; **CMB** +1  
**Feats** Point Blank Shot, Skill Focus (Use Magic Device)  
**Skills** Appraise +5, Craft (alchemy) +5, Disable Device +7, Knowledge (arcana) +5, Linguistics +5, Perception +4, Spellcraft +5, Use Magic Device +7  
**Languages** Common, Gnome, Sylvan, Orc  
**Combat Gear** *wand of acid splash* (28 charges), acid (3), tanglefoot bag (2), thunderstone; **Other Gear** leather armor, dagger, light crossbow with 10 bolts, garnet amulet worth 100 gp, key to cabinet in area **A7**

## Lamm's Lambs

CR 1/3

Human child expert 1  
N Small humanoid  
**Init** +3; **Senses** Perception –1

---

### DEFENSE

---

**AC** 14, touch 14, flat-footed 11  
(+3 Dexterity, +1 size)  
**hp** 5 each (1d8+1)  
**Fort** +0, **Ref** +3, **Will** +1

---

### OFFENSE

---

**Spd** 30 ft.  
**Melee** dagger –1 (1d3–1/19–20) or  
pitchfork –1 (1d6–1)

---

### TACTICS

---

**During Combat** The orphans spend the first round of combat in shock and surprise. If Hookshanks is able to intimidate them into action with a DC 10 Intimidate check, the orphans attack the PCs with their pitchforks.

**Morale** An orphan who takes any damage attempts to flee into area **A8**. Once none of Gaedren's thugs are present or have been slain, the orphans quickly flee the fishery into the surrounding slums.

---

### STATISTICS

---

**Str** 7, **Dex** 17 **Con** 10, **Int** 9, **Wis** 8, **Cha** 10  
**Base Atk** +0; **CMB** –3  
**Feats** Agile, Skill Focus (Sleight of Hand)  
**Skills** Acrobatics +9, Bluff +4, Climb +2, Escape Artist +9, Sleight of Hand +10, Stealth +11  
**Languages** Common  
**Gear** dagger or pitchfork

## Hookshanks Gruller

CR 1

Male gnome rogue 1  
NE Small humanoid

**Init** +2; **Senses** low-light vision; Perception +6 (+2 on smell and touch-based checks)

---

### DEFENSE

**AC** 16, touch 13, flat-footed 14  
(+3 armor, +2 Dexterity, +1 size)

**hp** 9 (1d8+2)

**Fort** +2, **Ref** +4, **Will** +2 (+2 vs. illusions)

---

### OFFENSE

**Spd** 20 ft.

**Melee** kukri +0 (1d3/18–20) or  
sap +0 (1d4 nonlethal)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 1st)

1/day—*Speak with animals* (burrowing mammal, duration 1 minute)

---

### TACTICS

**During Combat** Hookshanks orders the orphans to attack the PCs (requiring a successful DC 10 Intimidate check), then moves to open the door to area **A4** to yell out an alarm and let Bloo enter the fray. He prefers to use his kukri in a real fight against intruders.

**Morale** If reduced to 4 hit points or less, Hookshanks attempts to flee into the slums. If caught, he begs for his life and promises to tell the PCs everything about the fishery in return for mercy. He knows more or less everything about the place except for what's in Gaedren's den (area **A14**).

---

### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +0; **CMB** –1

**Feats** Martial Weapon Proficiency (kukri)

**Skills** Bluff +4, Climb +4, Disguise +4, Intimidate +4, Knowledge (Local) +4, Perception +6, Sleight of Hand +6, Stealth +10

**Languages** Common, Gnome

**SQ** trapfinding

**Gear** studded leather armor, kukri, disguise kit, key to cabinet

## Giggles

CR 1

Male half-orc fighter 1  
CE Medium humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +2

---

### DEFENSE

**AC** 15, touch 11, flat-footed 14  
(+3 armor, +1 Dex, +1 shield)

**hp** 12 (1d10+2); orc ferocity

**Fort** +4, **Ref** +1, **Will** +2

---

### OFFENSE

**Spd** 20 ft.

**Melee** flail +5 (1d8+3)

---

### TACTICS

**During Combat** Giggles lives up to his name in combat, chortling and snickering at anything remotely funny (and often at things that aren't funny at all). He focuses his attacks on whoever struck him most recently in a combat.

**Morale** Giggles fights to the death.

---

### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 8

**Base Atk** +1; **CMB** +4

**Feats** Intimidating Prowess, Weapon Focus (flail)

**Skills** Intimidate +6

**Languages** Common

**Gear** studded leather armor, light shield, flail

---

### SPECIAL ABILITIES

**Orc Ferocity (Ex):** Once per day, when Giggles is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

## Gaedren Lamm

CR 2

Male old human expert 4/rogue 2

NE Medium humanoid

**Init** +5; **Senses** Perception +9

---

### DEFENSE

---

**AC** 11, touch 11, flat-footed 10

(+1 Dexterity)

**hp** 17 (6d8–12)

**Fort** –1, **Ref** +5, **Will** +7

**Defensive Abilities** evasion

**SQ** resiliency

---

### OFFENSE

---

**Spd** 15 ft.

**Melee** mwk dagger +6 (1d4–3/19–20)

**Ranged** mwk hand crossbow +6 (1d4/19–20)

**Special Attacks** sneak attack +1d6

---

### TACTICS

---

**During Combat** Although he is much higher level than the PCs, Gaedren's age has all but crippled him. On one level he's aware of his flaws, but his bitter and cruel personality gets the better of his judgment. His first act in combat is to fire a crossbow bolt at Gobblegut— assuming he hits, the sudden pain drives the cantankerous alligator into a frenzy. Gaedren hopes that Gobblegut takes care of the PCs, but he continues firing crossbow bolts at them as long as he can, switching to his dagger only if confronted in melee.

**Morale** Although unwilling to give up his latest home, Gaedren knows when he's in trouble. If reduced to fewer than 3 hit points, he tries to escape to one of the skiffs tied to the hidden walkway in area **A12** to row away. Of course, if Gobblegut is riled up, navigating the walkway around the alligator's den might just be the last thing Gaedren does.

---

### STATISTICS

---

**Str** 5, **Dex** 13, **Con** 7, **Int** 16, **Wis** 16, **Cha** 15

**Base Atk** +4; **CMB** +1

**Feats** Combat Expertise, Improved Initiative, Skill Focus (Bluff), Weapon Finesse

**Skills** Appraise +12, Bluff +14, Disable Device +10, Handle Animal +9, Intimidate +11, Knowledge (local) +12, Linguistics +12, Perception +9, Sleight of Hand +10

**Languages** Common, Goblin, Orc, Elven, Dwarven, Giant

**SQ** trapfinding

**Gear** masterwork dagger, masterwork hand crossbow with 10 bolts, ring of keys (for all locks in the fishery)

## Renegade Guards

CR 1

Male human warrior 2

CE Medium humanoid

**Init** +4; **Senses** Perception –1

---

### DEFENSE

---

**AC** 17, touch 10, flat-footed 17

(+5 armor, +2 shield)

**hp** 15 each (2d10+4)

**Fort** +4, **Ref** +0, **Will** –1

---

### OFFENSE

---

**Spd** 20 ft.

**Melee** longsword +5 (1d8+2/19–20) or

**Melee** warhammer +5 (1d8+2/×3; Parns only)

**Ranged** light crossbow +2 (1d8/19–20)

---

### TACTICS

---

**During Combat** The guards open with shots from their crossbows, switching to melee only if their enemies close to do the same. If more than one guard is involved in a fight, at least one tries to fall back to support the other with crossbow fire. Instead of having Weapon Focus (longsword) as a feat, Parns has Weapon Focus (warhammer) and fights with his trusty cow hammer.

**Morale** If reduced to 4 hit points or less, a guard attempts to flee into the city. If at least two guards are killed, the others abandon Verik and flee as soon as they see proof of the other two's deaths.

---

### STATISTICS

---

**Str** 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +4

**Feats** Improved Initiative, Weapon Focus (longsword)

**Skills** Handle Animal +4, Intimidate +4, Ride +5

**Languages** Common

**Other Gear** chainmail, heavy steel shield, longsword, light crossbow with 10 bolts, 20 gp

**Verik Vancaskerkin****CR 3**

Male human fighter 3  
 CN Medium humanoid  
**Init** +3; **Senses** Perception –1

**DEFENSE**

**AC** 19, touch 13, flat-footed 16  
 (+6 armor, +3 Dex)  
**hp** 27 (3d10+6)  
**Fort** +4, **Ref** +4, **Will** +2; +1 vs fear

**OFFENSE**

**Spd** 20 ft.  
**Melee** mwk spear +6 (1d8+3/×3)  
**Ranged** mwk composite longbow +8 (1d8+3/19–20)

**TACTICS**

**During Combat** Verik prefers to fight with his longbow. He switches to his spear only if someone manages to engage him in melee.

**Morale** Verik surrenders if brought below 6 hit points.

**STATISTICS**

**Str** 15, **Dex** 16, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13  
**Base Atk** +3; **CMB** +5  
**Feats** Iron Will, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (longbow)  
**Skills** Handle Animal +7, Intimidate +7, Ride +9  
**Languages** Common  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork chainmail, masterwork spear, masterwork composite longbow (+2 Strength) with 20 +1 arrows

**SPECIAL ABILITIES**

**Bravery (Ex):** Verik has a +1 bonus to Will saving throws against fear (included above).

**Armor Training (Ex):** Whenever Verik is wearing armor, he gains an additional +1 armor bonus to his armor class, reduces the armor check penalty by 1 (to a minimum of 0), and increases the maximum Dexterity bonus allowed by his armor by 1.

**Devargo Barvasi****CR 4**

Male human rogue 4  
 LE Medium humanoid  
**Init** +3; **Senses** Perception +7

**DEFENSE**

**AC** 17, touch 13, flat-footed 14  
 (+3 armor, +3 Dex, +1 shield)  
**hp** 32 (4d8+12)  
**Fort** +3, **Ref** +7, **Will** +1  
**Defensive Abilities** evasion, trap sense +1, uncanny dodge, stand up

**OFFENSE**

**Spd** 30 ft.  
**Melee** mwk bladed gauntlet +7 (1d4+1 plus poison) or mwk bladed gauntlet +5 (1d4+1 plus poison) and mwk bladed gauntlet +5 (1d4 plus poison)  
**Ranged** mwk hand crossbow +7 (1d4/19–20 plus poison)  
**Special Attacks** sneak attack +2d6, surprise attacks

**TACTICS**

**During Combat** Confident and brave, Devargo begins combat by opening the trap door and dumping anyone standing on it into area **C15**. Once the trap door is triggered, Devargo leaps into the battle with his gauntlets, a sadistic grin on his face as he fights. His enforcers are used to the sounds of battle and fights in the throne room and they don't respond until Devargo raises the alarm or until the first hopeful thug flees into area **C2**. Once this occurs, enforcers arrive in this area at the rate of one every round until all 12 on duty in Eel's End have arrived.

**Morale** If reduced to less than 10 hit points, Devargo calls out for help from his enforcers, drinks his *potion of invisibility*, then flees downstairs through the open door. He drinks his *potion of cure moderate wounds* as soon as possible and barricades himself into his quarters in area **C14**, hoping his enforcers can finish off the fight for him.

**STATISTICS**

**Str** 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13  
**Base Atk** +3; **CMB** +4  
**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse  
**Skills** Bluff +8, Climb +8, Craft (alchemy) +7, Diplomacy +8, Intimidate +8, Knowledge (local) +7, Perception +7, Sense Motive +7, Sleight of Hand +10  
**Languages** Common  
**SQ** trapfinding  
**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, spider venom (5 doses); **Other Gear** +1 leather armor, masterwork bladed gauntlets (2), masterwork hand crossbow with 20 bolts, key to area **C9**, key to footlocker in area **C14**

**SPECIAL ABILITIES**

**Stand Up (Ex):** Devargo can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

**Surprise Attacks (Ex):** During the surprise round, opponents are always considered flat-footed to Devargo, even if they have acted. Opponents who cannot be caught flat-footed (such as through improved uncanny dodge) are immune.

**Small Spider Venom**

**Level 2** poison, injury; **Save** Fortitude DC 14

**Effects**

**Frequency** 1 round (3); **Effect** 1 Str damage; **Cure** 1 save

**Trinia Sabor****CR 4**

Female human bard 4  
 CG Medium humanoid  
**Init** +4; **Senses** Listen -1, Spot -1

**DEFENSE**

**AC** 22, touch 17, flat-footed 18  
 (+5 armor, +3 deflection, +4 Dex)  
**hp** 28 (4d8+8)  
**Fort** +2, **Ref** +8, **Will** +3; +4 to bardic music, sonic, or language-dependent effects

**OFFENSE**

**Spd** 30 ft.  
**Melee** mwk dagger +8 (1d4/19-20)  
**Special Attacks** bardic music (4/day, countersong, distraction, *fascinate*, inspire competence, inspire courage +1)  
**Spells Known** (CL 4th)  
 2nd (2/day)—*cat's grace*, *minor image* (DC 16)  
 1st (4/day)—*cure light wounds*, *feather fall*, *hideous laughter* (DC 15), *lesser confusion* (DC 15)  
 0 (at will)—*daze* (DC 14), *light*, *mage hand*, *mending*, *message*, *prestidigitation*

**TACTICS**

**Before Combat** As soon as she hears her neighbors call out an alarm, Trinia drinks her potions (effects included) and then climbs out the window of her flat to crouch on the sloped roof below—when she hears anyone approaching the entrance to her flat she casts *minor image* to create an illusion of herself sleeping on the bed and then attempts to flee through the Shingles as detailed in “The Shingle Chase.”

**During Combat** See “The Shingle Chase.”

**Morale** See “The Shingle Chase.”

**Base Statistics** **Init** +2, **AC** 17, touch 12, flat-footed 15; **Ref** +6;  
**Melee** mwk dagger +6 (1d4/19-20); **Dex** 14; **Skills** Acrobatics +13, Escape Artist +11, Stealth +11

**STATISTICS**

**Str** 10, **Dex** 18, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18  
**Base Atk** +3; **CMB** +3  
**Feats** Acrobatic, Shingle Runner, Weapon Finesse  
**Skills** Acrobatics +25, Bluff +11, Climb +7, Craft (painting) +8, Escape Artist +13, Knowledge (history) +10, Knowledge (local) +10<sup>B</sup>, Perform (comedy) +11, Stealth +13  
**Languages** Common, Elven  
**SQ** bardic knowledge – local, +2 (included)  
**Combat Gear** *potion of cat's grace*, *potion of jump*, *potion of shield of faith* +3, *wand of daze monster* (10 charges); **Other Gear** +1 *mithral shirt* worn under commoner's clothes, masterwork dagger, two bronze bracelets worth 50 gp each, copper necklace worth 100 gp

**SPECIAL ABILITIES**

**Shingle Runner** This feat (from the *Curse of the Crimson Throne Player's Guide*) grants Trinia a +2 bonus on Acrobatics and Climb checks and allows her to take 10 on Climb checks even when she's distracted. If she falls, she reduces the total damage taken from the fall by 1d6.

**Well-Versed (Ex):** Trinia is resistant to the bardic performance of others. She gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects (as listed above).

**Cabbagehead****CR 3**

Male ogrekin human fighter 2 (*Pathfinder* #3 90)  
 CN Medium giant  
**Init** +5; **Senses** low-light vision; Listen -1, Spot -1

**DEFENSE**

**AC** 20, touch 11, flat-footed 19  
 (+4 armor, +1 Dex, +5 natural)  
**hp** 27 (2d10+12)  
**Fort** +8, **Ref** +1, **Will** -1; +1 vs fear

**OFFENSE**

**Spd** 30 ft.  
**Melee** unarmed strike +8 (1d4+5)

**TACTICS**

**During Combat** Cabbagehead shrieks and yells as he fights, saying things like, “Rolth give me big reward for your head, pretty elf!” or, “You go in pit now! Me feed you later. Maybe!” He fights barefisted, pummeling foes mercilessly.

**Morale** Cabbagehead fights to the death.

**STATISTICS**

**Str** 21, **Dex** 13, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8  
**Base Atk** +2; **CMB** +7  
**Feats** Improved Initiative, Improved Unarmed Strike, Weapon Focus (unarmed strike)  
**Skills** Swim +10  
**Languages** Common  
**SQ** ogrekin deformities  
**Other Gear** +1 *studded leather armor*

**SPECIAL ABILITIES**

**Bravery (Ex):** Cabbagehead has a +1 bonus to Will saving throws against fear (included above).

**Ogrekin Deformities (Ex):** Cabbagehead's head is monstrosly deformed and his skin is thick and blubbery. This increases his natural armor bonus to +5, but his unfortunate deformities reduce his Intelligence by a further 2 points.

## Vreeg

CR 6

Male derro necromancer 5

NE Small monstrous humanoid

Init +4; Senses darkvision 60 ft.; Perception +7

---

### DEFENSE

---

AC 18, touch 16, flat-footed 14

(+1 deflection, +4 Dex, +2 natural, +1 size)

hp 65 (8 HD; 3d8+5d6+34)

Fort +5, Ref +8, Will +11

Immune confusion, insanity; SR 15

Weaknesses vulnerability to sunlight

---

### OFFENSE

---

Spd 20 ft., fly 60 ft. (good)

Melee mwk dagger +7 (1d3/19–20 plus poison) or

Melee grave touch +7 touch (1d6+2 cold plus stabilization fail)

Special Attacks poison use, sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 14)

1/day—*daze* (DC 14), *sound burst* (DC 16)

Spells Prepared (CL 5th; +10 ranged touch)

3rd—extended *false life* (already cast), *fly*

2nd—*blindness/deafness*<sup>P</sup> (DC 16), extended *shield*, *scorching ray*, *spectral hand*

1st—*cause fear* (DC 15), *chill touch* (DC 15), *magic missile*, *2xray of enfeeblement*<sup>P</sup>, *sleep* (DC 14)

0—*detect magic*, *mage hand*, *ray of frost*, *touch of fatigue* (DC 14)

---

### TACTICS

---

**Before Combat** Vreeg casts extended *false life* every morning. If he hears intruders, he also casts *fly* and extended *shield*.

**During Combat** Vreeg uses flight to remain out of melee combat, casting spells and throwing undead from his *robe of bones* until cornered or forced into melee. At this point, he uses his *wand of ghoul touch* against foes, or makes sneak attacks against a character he's cast *blindness* on.

**Morale** Vreeg fights to the death.

---

### STATISTICS

---

Str 10, Dex 18, Con 16, Int 16, Wis 3, Cha 18

Base Atk +5; CMB +4

Feats Combat Casting, Craft Wand, Extend Spell, Scribe Scroll, Spell Focus (necromancy)

Skills Bluff +15, Knowledge (arcana) +14, Perception +7, Spellcraft +14, Stealth +19

Languages Common, Terran, Undercommon

SQ madness

Combat Gear *wand of ghoul touch* (44 charges), blue whinnis (5 doses);

Other Gear masterwork dagger, *robe of bones* (human skeleton, goblin zombie, human zombie), *ring of protection +1*

Spellbook contains all prepared spells, plus *command undead*, *darkness*, *feather fall*, *gentle repose*, *scare*, *sleep*, and *water breathing*.

---

### SPECIAL ABILITIES

---

**Arcane Bond (Su):** Vreeg is bonded with his dagger. If he attempts to cast a spell without his dagger in hand, he must make a Spellcraft check with a DC of 20 + the spell's level or lose the spell. The dagger may be used 1/day to cast any one spell that he knows and can cast, just as if he had cast it. The dagger acts as a +1 *dagger* for Vreeg only; for anyone else, it is only masterwork.

**Necromancer:** Vreeg is specialized in necromancy, with prohibited schools of conjuration and illusion. Vreeg can control 40 HD worth of undead creatures. If he prepares spells of his prohibited schools, excess undead immediately become free-willed and do not return to his control when he regains this bonus. He chooses which undead are released.

**Grave Touch (Su):** As a standard action, Vreeg can make a melee touch attack that deals 1d6+2 points of cold damage. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of the touch.

## Blue Whinnis

Level 5 poison, injury; Save Fortitude DC 14

---

### Effects

---

Frequency 1 round (2); Effect 1 Con damage/unconsciousness for 1d3 hours; Cure 1 save