

ATL1

Encounter 3

ATL1_Constrictor Snake Medium-size Male Constrictor Snake Animal3

Hit Dice: (3d8)+6
Hit Points: 22
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 12, touch 13)
BAB/Grapple: +2/+5
Attacks: *Bite +5; ;
Damage: *Bite 1d3+4; ;
Face / Reach: 5 ft. / 5 ft.
Special Animal Traits, Constrict (Ex) 1d3+4,
Qualities: Improved Grab (Ex), Scent (Ex)
Saves: Fortitude: +4, Reflex: +6, Will: +2
Abilities: STR 17 (+3), DEX 17 (+3), CON 13 (+1),
INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 14; Hide 10; Listen 7;
Move Silently 3; Spot 7; Swim 11;
Feats: Alertness, Toughness
Challenge Rating: 2
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constrictor snake deals 1d3+4 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL1 Monstrous Spider, Medium, Webspinning Medium-size Male Monstrous Spider, Medium (Web Spinning) Vermin2

Hit Dice: (2d8)+2
Hit Points: 14
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 14 (flatfooted 11, touch 13)
BAB/Grapple: +1/+1
Attacks: *Bite +4; ;
Damage: *Bite 1d6 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')
Face / Reach: 5 ft. / 5 ft.
Special Poison (Ex) Fort save DC 12, Initial 1d4
Qualities: Str, Secondary 1d4 Str, Tremorsense

(Ex), Vermin Traits, Web(Ex) 8/day
maximum range 50' (Escape DC 12
Break DC 16 Web Hp 6)

Saves: Fortitude: +4, Reflex: +3, Will: +0
Abilities: STR 11 (+0), DEX 17 (+3), CON 12 (+1),
INT * (+0), WIS 10 (+0), CHA 2 (-4)
Climb 11; Hide 7; Jump 0; Spot 4;
Feats: Weapon Finesse
Challenge Rating: 1
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL1_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric1

Hit Dice: (1d8)+2
Hit Points: 10
Initiative: +1
Speed: Walk 20 ft.
AC: 17 (flatfooted 16, touch 11)
BAB/Grapple: +0/+1
Attacks: *Mace, Heavy +1;
Damage: *Mace, Heavy 1d8+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Rebuke Earth (Su) 3/day (turn level 1)
Qualities: (turn damage 2d6+1), Rebuke Undead (Su) 3/day (turn level 1) (turn damage 2d6+1), Spontaneous casting, Turn Air (Su) 3/day (turn level 1) (turn damage 2d6+1)
Saves: Fortitude: +8, Reflex: +1, Will: +5
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2),
INT 8 (-1), WIS 16 (+3), CHA 10 (+0)
Skills: Knowledge (religion) +3
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Shield Proficiency, Simple Weapon Proficiency
Challenge Rating: 3
Alignment: Lawful Evil

Possessions: Banded Mail; Mace, Heavy; Outfit (Explorer's); Potion of Cure Light Wounds;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)

Spells:
Spells per Day: (3/2+1/0/0/0/0/0/0/ DC:13+spell level)
Cleric - Known:

Level 0: Cure Minor Wounds, Detect Magic, Light,
Level 1: Bane, Cause Fear, Protection from Good,

ATL1_Hobgoblin Fighter
Medium-size Male Hobgoblin (Kargi)
Fighter1

Hit Dice: (1d10)+4
Hit Points: 14
Initiative: +7
Speed: Walk 20 ft.
AC: 18 (flatfooted 15, touch 13)
BAB/Grapple: +1/+4
Attacks: *Greatsword (Masterwork) +6; ;
Damage: *Greatsword (Masterwork) 2d6+4; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities:
Saves: Fortitude: +10, Reflex: +3, Will: +0
Abilities: STR 16 (+3), DEX 16 (+3), CON 18 (+4), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)
Skills: Climb 4; Swim 1;
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword)
Challenge Rating: 3
Alignment: Lawful Evil

Possessions: Breastplate (Masterwork); Greatsword (Masterwork);

ATL1_Hobgoblin Monk, Talunta
Medium-size Male Hobgoblin (Kargi)
Monk2

Hit Dice: (2d8)+6
Hit Points: 19
Initiative: +7
Speed: Walk 30 ft.
AC: 18 (flatfooted 15, touch 16)
BAB/Grapple: +1/+3
Attacks: Unarmed Strike +3; Flurry of Blows +1/+1;
Damage: *Unarmed Strike 1d6+2; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Evasion (Ex), Flurry of Blows (Ex), Stunning Fist attack 2/day (DC 13)
Saves: Fortitude: +10, Reflex: +6, Will: +5
Abilities: STR 14 (+2), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 14 (+2), CHA 6 (-2)
Skills: Balance 5; Hide 3; Jump 9; Listen 2; Move Silently 3; Sense Motive 7; Spot 7; Tumble 10;
Feats: Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist
Challenge Rating: 4

Alignment: Lawful Evil

Possessions: Bracers of Armor +2; Ring of Protection +1; Flurry of Blows; Outfit (Explorer's);

ATL1_Hobgoblin Rogue
Medium-size Male Hobgoblin (Kargi)
Rogue1

Hit Dice: (1d6)+3
Hit Points: 9
Initiative: +4
Speed: Walk 30 ft.
AC: 16 (flatfooted 12, touch 14)
BAB/Grapple: +0/+2
Attacks: Club (Masterwork) +3; Club (Masterwork/Thrown) +5; *Shortbow (Masterwork) +5; ;
Damage: Club (Masterwork) 1d6+2; Club (Masterwork/Thrown) 1d6; *Shortbow (Masterwork) 1d6; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Sneak Attack +1d6, Trapfinding
Saves: Fortitude: +7, Reflex: +6, Will: +0
Abilities: STR 14 (+2), DEX 18 (+4), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)
Skills: Appraise 1; Balance 4; Bluff 2; Climb 2; Concentration 3; Craft (Untrained) 1; Diplomacy -2; Disable Device 5; Escape Artist 4; Hide 8; Listen 4; Move Silently 8; Search 5; Sense Motive 4; Spot 4; Swim 2; Tumble 8;
Feats: Armor Proficiency (Light), Run, Simple Weapon Proficiency
Challenge Rating: 3
Alignment: Neutral Evil

Possessions: Club (Masterwork); Leather; Outfit (Explorer's); Shortbow (Masterwork);

Encounter 7 (optional)

ATL1_Sahuagin
Medium-size Male Sahuagin
Monstrous humanoid2

Hit Dice: (2d8)+2
Hit Points: 14
Initiative: +1
Speed: Walk 30 ft., Swim 60 ft.
AC: 16 (flatfooted 15, touch 11)
BAB/Grapple: +2/+4
Attacks: *Talons +4/+4; *Bite +2; ;
Damage: *Talons 1d4+2; *Bite 1d4+1; ;
Vision: Blindsight (30'), Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Blindsight (Ex), Blood Frenzy, Freshwater Sensitivity (Ex), Light

Blindness (Ex), Monstrous Humanoid Traits, Rake (Ex), Speak With Sharks (Ex), Water Dependent (Ex)
Saves: Fortitude: +3, Reflex: +4, Will: +4
Abilities: STR 14 (+2), DEX 13 (+1), CON 12 (+1), INT 14 (+2), WIS 13 (+1), CHA 8 (-1)
Skills: Handle Animal 4; Hide 6; Listen 6; Profession (Hunter) 1; Ride 3, Spot 6, Survival 1; Swim 10;
Feats: Great Fortitude, Multiattack
Challenge Rating: 2
Alignment: Lawful Evil

Possessions: Talons; Bite;

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

ATL 3

Encounter 3

ATL3_2 Constrictor Snakes Medium-size Male Constrictor Snake Animal3

Hit Dice: (3d8)+6
Hit Points: 22
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 12, touch 13)
BAB/Grapple: +2/+7
Attacks: *Bite +5; ;
Damage: *Bite 1d3+4; ;
Vision:
Face / Reach: 5 ft. / 5 ft.
Special Animal Traits, Constrict (Ex) 1d3+4,
Qualities: Improved Grab (Ex), Scent (Ex)
Saves: Fortitude: +4, Reflex: +6, Will: +2
Abilities: STR 17 (+3), DEX 17 (+3), CON 13 (+1),
INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 14; Hide 10; Listen 7;
Move Silently 3; Spot 7; Swim 11;
Feats: Alertness, Toughness
Challenge 2
Rating:
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constrictor snake deals 1d3+4 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL3_Monstrous Spider, Large, Webspinning Large-size Male Monstrous Spider, Large (Web Spinning) Vermin4

Hit Dice: (4d8)+4
Hit Points: 26
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 14 (flatfooted 11, touch 12)
BAB/Grapple: +3/+9
Attacks: *Bite +4; ;
Damage: *Bite 1d8+3 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')
Face / Reach: 10 ft. / 5 ft.
Special Poison (Ex) Fort save DC 13, Initial 1d6

Qualities: Str, Secondary 1d6 Str, Tremorsense (Ex), Vermin Traits, Web(Ex) 8/day maximum range 50' (Escape DC 13 Break DC 17 Web Hp 12)
Saves: Fortitude: +5, Reflex: +4, Will: +1
Abilities: STR 15 (+2), DEX 17 (+3), CON 12 (+1), INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Climb 11; Hide 3; Spot 4;
Feats:
Challenge 2
Rating:
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL3_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric3

Hit Dice: (3d8)+6
Hit Points: 24
Initiative: +1
Speed: Walk 20 ft.
AC: 18 (flatfooted 17, touch 12)
BAB/Grapple: +2/+3
Attacks: *Mace, Heavy +3; ;
Damage: *Mace, Heavy 1d8+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Rebuke Earth (Su) 3/day (turn level 3) (turn damage 2d6+3), Rebuke Undead (Su) 3/day (turn level 3) (turn damage 2d6+3), Spontaneous casting, Turn Air (Su) 3/day (turn level 3) (turn damage 2d6+3)
Qualities:
Saves: Fortitude: +9, Reflex: +2, Will: +6
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2), INT 8 (-1), WIS 16 (+3), CHA 10 (+0)
Skills: Knowledge (religion) 5
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Martial Weapon Proficiency (Greataxe), Shield Proficiency, Simple Weapon Proficiency
Challenge 5
Rating:
Alignment: Lawful Evil

Possessions: Banded Mail; Ring of Protection +1; Mace, Heavy; Outfit (Explorer's); Potion of Cure Light Wounds; Potion of Cure Moderate Wounds;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)
Spells:

Spells per Day: (4/3+1/2+1/0/0/0/0/0/ DC:13+spell level)

Cleric - Known:

Level 0: Cure Minor Wounds, Detect Magic, Light, Purify Food and Drink

Level 1: Bane, Cause Fear, Cure Light Wounds, Protection from Good

Level 2: Aid, Hold Person, Soften Earth and Stone

ATL3_Hobgoblin Fighter

Medium-size Male Hobgoblin (Kargi)

Fighter3

Hit Dice: (3d10)+12

Hit Points: 34

Initiative: +7

Speed: Walk 20 ft.

AC: 19 (flatfooted 16, touch 13)

BAB/Grapple: +3/+6

Attacks: *Greatsword (Masterwork) +8; ;

Damage: *Greatsword (Masterwork) 2d6+4; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +11, Reflex: +4, Will: +1

Abilities: STR 16 (+3), DEX 16 (+3), CON 18 (+4), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)

Skills: Climb 6; Swim 3;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword)

Challenge Rating: 5

Alignment: Lawful Evil

Possessions: Breastplate +1; Greatsword (Masterwork); Outfit (Explorer's);

ATL3_Hobgoblin Monk, Talunta

Medium-size Male Hobgoblin (Kargi)

Monk4

Hit Dice: (4d8)+12

Hit Points: 35

Initiative: +7

Speed: Walk 40 ft.

AC: 18 (flatfooted 15, touch 16)

BAB/Grapple: +3/+5

Attacks: Unarmed Strike +7; Flurry of Blows +5/+5;

Damage: *Unarmed Strike 1d8+3; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +11, Reflex: +7, Will: +6

Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 15 (+2), CHA 6 (-2)

Skills: Balance 5; Escape Artist 3; Heal 2; Hide 3; Jump 16; Listen 2; Move Silently 3; Sense Motive 9; Spot 9; Tumble 12;

Feats: Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (Unarmed Strike)

Challenge Rating: 6

Alignment: Lawful Evil

Possessions: Bracers of Armor +2; Gauntlets of Ogre Power; Outfit (Explorer's); Flurry of Blows; Ring of Protection +1;

ATL3_Hobgoblin Rogue

Medium-size Male Hobgoblin (Kargi)

Rogue3

Hit Dice: (3d6)+9

Hit Points: 22

Initiative: +8

Speed: Walk 30 ft.

AC: 16 (flatfooted 12, touch 14)

BAB/Grapple: +2/+4

Attacks: Club (Masterwork) +5; Club (Masterwork/Thrown) +7; *Shortbow +1 +7; ;

Damage: Club (Masterwork) 1d6+2; Club (Masterwork/Thrown) 1d6; *Shortbow +1 1d6+1; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities: Evasion (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding

Saves: Fortitude: +8, Reflex: +4, Will: +1

Abilities: STR 14 (+2), DEX 18 (+4), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)

Skills: Balance 6; Bluff 4; Disable Device 7; Escape Artist 4; Hide 10; Jump 4; Listen 6; Move Silently 10; Search 7; Sense Motive 6; Spot 6; Tumble 10;

Feats: Armor Proficiency (Light), Improved Initiative, Run, Simple Weapon Proficiency

Challenge Rating: 5

Alignment: Neutral Evil

Possessions: Club (Masterwork); Leather; Outfit (Explorer's); Shortbow +1;

Encounter 7 (optional)

ATL3_Ogre, Merrow

Large-size Male Ogre (aquatic)

Giant4

Hit Dice: (4d8)+11

Hit Points: 29

Initiative: -1

Speed: Walk 30 ft. ; Swim 40 ft.

AC: 16 (flatfooted 16, touch 8)
BAB/Grapple: +3/+12
Attacks: *Longspear +8; ;
Damage: *Longspear 1d8+7; ;
Vision: Darkvision (60'), Low-light
Face / Reach: 10 ft. / 10 ft.
Special Qualities: Giant Traits
Saves: Fortitude: +6, Reflex: +0, Will: +1
Abilities: STR 21 (+5), DEX 8 (-1), CON 15 (+2),
INT 6 (-2), WIS 10 (+0), CHA 7 (-2)
Skills: Climb 5; Listen 2; Spot 2;
Feats: Toughness, Weapon Focus (Longspear)
Challenge Rating: 3
Alignment: Chaotic Evil

Possessions: Hide (Large); Longspear;

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Encounter 3

ATL5_Advance Constrictor Snake Medium-size Male Constrictor Snake Animal5

Hit Dice: (5d8)+13
Hit Points: 38
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 12, touch 13)
BAB/Grapple: +3/+6
Attacks: *Bite +6; ;
Damage: *Bite 1d3+4; ;
Vision:
Face / Reach: 5 ft. / 5 ft.
Special Animal Traits, Constrict (Ex) 1d3+4,
Qualities: Improved Grab (Ex), Scent (Ex)
Saves: Fortitude: +6, Reflex: +7, Will: +2
Abilities: STR 17 (+3), DEX 17 (+3), CON 14 (+2),
INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 14; Hide 12; Listen 7;
Spot 7; Swim 11;
Feats: Alertness, Toughness
Challenge 2
Rating:
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constrictor snake deals 1d3+4 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL5_2 Monstrous Spiders, Large, Webspinning Large-size Male Monstrous Spiders, Large (Web Spinning) Vermin4

Hit Dice: (4d8)+4
Hit Points: 26
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 14 (flatfooted 11, touch 12)
BAB/Grapple: +3/+9
Attacks: *Bite +4; ;
Damage: *Bite 1d8+3 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')
Face / Reach: 10 ft. / 5 ft.
Special Poison (Ex) Fort save DC 13, Initial 1d6

Qualities: Str, Secondary 1d6 Str, Tremorsense (Ex), Vermin Traits, Web(Ex) 8/day maximum range 50' (Escape DC 13 Break DC 17 Web Hp 12)
Saves: Fortitude: +5, Reflex: +4, Will: +1
Abilities: STR 15 (+2), DEX 17 (+3), CON 12 (+1), INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Climb 11; Hide 3; Spot 4;
Feats:
Challenge 2
Rating:
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL5_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric5

Hit Dice: (5d8)+10
Hit Points: 38
Initiative: +1
Speed: Walk 20 ft.
AC: 19 (flatfooted 18, touch 12)
BAB/Grapple: +3/+4
Attacks: *Greataxe (Masterwork) +5; ;
Damage: *Greataxe (Masterwork) 1d12+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Rebuke Earth (Su) 3/day (turn level 5) (turn damage 2d6+5), Rebuke Undead (Su) 3/day (turn level 5) (turn damage 2d6+5), Spontaneous casting, Turn Air (Su) 3/day (turn level 5) (turn damage 2d6+5)
Qualities:
Saves: Fortitude: +10, Reflex: +2, Will: +7
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2), INT 8 (-1), WIS 17 (+3), CHA 10 (+0)
Skills: Knowledge (religion) 7
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Martial Weapon Proficiency (Greataxe), Shield Proficiency, Simple Weapon Proficiency
Challenge 7
Rating:
Alignment: Lawful Evil

Possessions: Wand of Hold Person; Banded Mail +1; Greataxe (Masterwork); Outfit (Explorer's); Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Ring of Protection +1;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)

Spells:

Spells per Day: (5/4+1/3+1/2+1/0/0/0/0/0/ DC:13+spell level)

Cleric - Known:

Level 0: Cure Minor Wounds, Detect Magic, Detect Poison, Light, Purify Food and Drink,

Level 1: Bane, Cause Fear, Command, Divine Favor, Protection from Good,

Level 2: Aid, Hold Person, Spiritual Weapon, Soften Earth and Stone

Level 3: Dispel Magic, Summon Monster III, Magic Circle against Good,

ATL5_Hobgoblin Fighter

Medium-size Male Hobgoblin (Kargi)

Fighter5

Hit Dice: (5d10)+20

Hit Points: 54

Initiative: +7

Speed: Walk 20 ft.

AC: 19 (flatfooted 16, touch 13)

BAB/Grapple: +5/+9

Attacks: *Greatsword +1 +11; ;

Damage: *Greatsword +1 2d6+9; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +12, Reflex: +4, Will: +1

Abilities: STR 19 (+4), DEX 16 (+3), CON 18 (+4), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)

Skills: Climb 9; Swim 6;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Challenge

Rating:

Alignment: Lawful Evil

Possessions: Breastplate +1; Greatsword +1; Gauntlets of Ogre Power; Outfit (Explorer's);

ATL5_Hobgoblin Monk, Talunta

Medium-size Male Hobgoblin (Kargi)

Monk6

Hit Dice: (6d8)+18

Hit Points: 51

Initiative: +7

Speed: Walk 50 ft.

AC: 20 (flatfooted 17, touch 17)

BAB/Grapple: +4/+7

Attacks: Unarmed Strike +8; Flurry of Blows +7/+7;

Damage: Unarmed Strike 2d6+3; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Evasion (Ex), Flurry of Blows (Ex), Ki Strike (Magic), Purity of Body (Ex), Slow Fall (30), Still Mind (Ex), Stunning Fist attack 6/day (DC 15)

Saves: Fortitude: +13, Reflex: +9, Will: +8

Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 15 (+2), CHA 6 (-2)

Skills: Balance 5; Jump 22; Sense Motive 11; Spot 11; Survival 4; Tumble 14;

Feats: Deflect Arrows, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Focus (Unarmed Strike)

Challenge

Rating:

Alignment: Lawful Evil

Possessions: Amulet of Natural Armor +1; Cloak of Resistance +1; Bracers of Armor +2; Gauntlets of Ogre Power; Outfit (Explorer's); Flurry of Blows; Ring of Protection +1;

ATL5_Hobgoblin Rogue

Medium-size Male Hobgoblin (Kargi)

Rogue5

Hit Dice: (5d6)+15

Hit Points: 36

Initiative: +9

Speed: Walk 30 ft.

AC: 18 (flatfooted 18, touch 16)

BAB/Grapple: +3/+5

Attacks: Club (Masterwork) +6; Club (Masterwork/Thrown) +9; *Shortbow +1 +9; ;

Damage: Club (Masterwork) 1d6+2; Club (Masterwork/Thrown) 1d6; *Shortbow +1 1d6+1; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities: Evasion (Ex), Sneak Attack +3d6, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Saves: Fortitude: +9, Reflex: +10, Will: +2

Abilities: STR 14 (+2), DEX 21 (+5), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)

Skills: Balance 7; Bluff 6; Disable Device 9; Escape Artist 5; Hide 13; Jump 4; Listen 8; Move Silently 13; Search 9; Sense Motive 8; Spot 8; Tumble 13;

Feats: Armor Proficiency (Light), Improved Initiative, Run, Simple Weapon Proficiency

Challenge

Rating:

Alignment: Neutral Evil

Possessions: Cloak of Resistance +1; Gloves of Dexterity +2; Club (Masterwork); Leather; Outfit (Explorer's); Ring of Protection +1; Shortbow +1;

Encounter 7 (optional)

ATL5_2 Sea cats

Large-size Male Sea Cat

Magical Beast6

Hit Dice: (6d10)+18
Hit Points: 51
Initiative: +1
Speed: Walk 10 ft., Swim 40 ft.
AC: 18 (flatfooted 17, touch 10)
BAB/Grapple: +6/+14
Attacks: *Claw +9/+9,*Bite +4; ;
Damage: *Claw 1d6+4,*Bite 1d8+2; ;
Vision: Darkvision (60'), Low-light
Face / Reach: 10 ft. / 5 ft.
Special Hold Breath (Ex), Magical Beast Traits,
Qualities: Rend (Ex), Scent (Ex)
Saves: Fortitude: +8, Reflex: +6, Will: +5
Abilities: STR 19 (+4), DEX 12 (+1), CON 17 (+3),
INT 2 (-4), WIS 12 (+1), CHA 10 (+0)
Skills: Listen 8; Spot 7; Swim 12;
Feats: Alertness, Endurance, Iron Will
Challenge 4
Rating:
Alignment: True Neutral

Possessions: Claw; Bite;

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

ATL 7

Encounter 3

ATL7_2 Advanced Constrictor Snake Large-size Male Constrictor Snake Animal7

Hit Dice: (7d8)+31
Hit Points: 65
Initiative: +2
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 13, touch 11)
BAB/Grapple: +5/+12
Attacks: *Bite +12; ;
Damage: *Bite 1d4+12; ;
Vision:
Face / Reach: 5 ft. / 5 ft.
Special Animal Traits, Constrict (Ex), Improved
Qualities: Grab (Ex), Scent (Ex)
Saves: Fortitude: +9, Reflex: +7, Will: +3
Abilities: STR 26 (+8), DEX 15 (+2), CON 18 (+4),
INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 10; Climb 19; Hide 12; Listen 7;
Spot 7; Swim 16;
Feats: Alertness, Skill Focus (Hide), Toughness
Challenge 2
Rating:
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constrictor snake deals 1d4+12 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL7_2 Monstrous Webspinning Spiders, Huge Huge-size Male Monstrous Spider, Huge (Web Spinning) Vermin8

Hit Dice: (8d8)+16
Hit Points: 55
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 16 (flatfooted 13, touch 11)
BAB/Grapple: +6/+18
Attacks: *Bite +8; ;
Damage: *Bite 2d6+6 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')
Face / Reach: 15 ft. / 10 ft.
Special Poison (Ex) Fort save DC 16, Initial 1d8

Qualities: Str, Secondary 1d8 Str, Tremorsense (Ex), Vermin Traits, Web(Ex) 8/day maximum range 50' (Escape DC 16 Break DC 20 Web Hp 14)
Saves: Fortitude: +8, Reflex: +5, Will: +2
Abilities: STR 19 (+4), DEX 17 (+3), CON 14 (+2), INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Climb 12; Hide -1; Spot 4;
Feats:
Challenge 5
Rating:
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL7_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric7

Hit Dice: (7d8)+14
Hit Points: 52
Initiative: +1
Speed: Walk 20 ft.
AC: 19 (flatfooted 18, touch 12)
BAB/Grapple: +5/+6
Attacks: *Greataxe (Masterwork) +7; ;
Damage: *Greataxe (Masterwork) 1d12+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Rebuke Earth (Su) 3/day (turn level 7) (turn damage 2d6+7), Rebuke Undead (Su) 3/day (turn level 7) (turn damage 2d6+7), Spontaneous casting, Turn Air (Su) 3/day (turn level 7) (turn damage 2d6+7)
Qualities:
Saves: Fortitude: +11, Reflex: +3, Will: +9
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2), INT 8 (-1), WIS 19 (+4), CHA 10 (+0)
Skills: Knowledge (religion) 9
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Martial Weapon Proficiency (Greataxe), Maximize Spell, Shield Proficiency, Simple Weapon Proficiency
Challenge 9
Rating:
Alignment: Lawful Evil

Possessions: Banded Mail +1; Periapt of Wisdom +2; Greataxe (Masterwork); Outfit (Explorer's); Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Ring of Protection +1; Wand of Hold Person;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at

+1 caster level.)

Spells:

Spells per Day: (6/5+1/4+1/3+1/2+1/0/0/0/0/ DC:14+spell level)

Cleric - Known:

Level 0: Cure Minor Woundsx2, Detect Magic, Detect Poison, Inflict Minor Wounds, Light,

Level 1: Bane, Cause Fear, Command, Cure Light Wounds, Divine Favor, Protection from Good,

Level 2: Aid, Cure Moderate Wounds, Hold Person, Sound Burst, Soften Earth and Stone

Level 3: Cure Serious Wounds, Dispel Magic, Prayer, Magic Circle against Good,

Level 4: Cure Critical Wounds, Divine Power, Unholy Blight

ATL7_Hobgoblin Fighter

Medium-size Male Hobgoblin (Kargi)

Fighter7

Hit Dice: (7d10)+35

Hit Points: 81

Initiative: +7

Speed: Walk 30 ft.

AC: 19 (flatfooted 16, touch 13)

BAB/Grapple: +7/+11

Attacks: *Greatsword +1 +13/+8; ;

Damage: *Greatsword +1 2d6+9; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +14, Reflex: +5, Will: +2

Abilities: STR 19 (+4), DEX 16 (+3), CON 20 (+5), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)

Skills: Climb 11; Jump 6; Swim 8;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Challenge Rating: 9

Alignment: Lawful Evil

Possessions: Amulet of Health +2; Boots of Striding and Springing; Breastplate +1; Gauntlets of Ogre Power; Greatsword +1; Outfit (Explorer's);

ATL7_Hobgoblin Monk, Talunta

Medium-size Male Hobgoblin (Kargi)

Monk8

Hit Dice: (8d8)+24

Hit Points: 67

Initiative: +7

Speed: Walk 50 ft.

AC: 22 (flatfooted 19, touch 20)

BAB/Grapple: +6/+9

Attacks: Unarmed Strike +10/+5; Flurry of Blows +9/+9/+4;

Damage: Unarmed Strike 2d8+3; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Evasion (Ex), Flurry of Blows (Ex), Ki Strike (Magic), Purity of Body (Ex), Slow Fall (40), Still Mind (Ex), Stunning Fist attack 8/day (DC 18), Wholeness of Body (Su) 16 hp/day

Saves: Fortitude: +14, Reflex: +10, Will: +11

Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 18 (+4), CHA 6 (-2)

Skills: Balance 5; Jump 24; Listen 4; Move Silently 3; Sense Motive 15; Spot 15; Tumble 16;

Feats: Deflect Arrows, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Focus (Unarmed Strike)

Challenge Rating: 10

Alignment: Lawful Evil

Possessions: Bracers of Armor +2; Ring of Protection +2; Cloak of Resistance +1; Gauntlets of Ogre Power; Outfit (Explorer's); Flurry of Blows; Periapt of Wisdom +2;

ATL7_Hobgoblin Rogue

Medium-size Male Hobgoblin (Kargi)

Rogue7

Hit Dice: (7d6)+21

Hit Points: 50

Initiative: +9

Speed: Walk 30 ft.

AC: 18 (flatfooted 18, touch 16)

BAB/Grapple: +5/+7

Attacks: Club +1 +8; Club +1 (Thrown) +11; *Shortbow +1 +12; ;

Damage: Club +1 1d6+3; Club +1 (Thrown) 1d6+1; *Shortbow +1 1d6+1; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Evasion (Ex), Sneak Attack +4d6, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Saves: Fortitude: +10, Reflex: +11, Will: +3

Abilities: STR 14 (+2), DEX 21 (+5), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)

Skills: Balance 7; Bluff 8; Disable Device 11; Escape Artist 5; Hide 15; Jump 4; Listen 10; Move Silently 15; Search 11; Sense Motive 10; Spot 10; Tumble 15;

Feats: Armor Proficiency (Light), Improved Initiative, Point Blank Shot, Run, Simple Weapon Proficiency

Challenge Rating: 9

Alignment: Neutral Evil

Possessions: Bracers of Archery, Lesser; Club +1; Cloak of Resistance +1; Gloves of Dexterity +2; Leather; Outfit (Explorer's); Ring of Protection +1; Shortbow +1;

Encounter 7 (optional)

ATL7_ Elasmosaurus

Huge-size Male Elasmosaurus

Animal10

Hit Dice: (10d8)+66
Hit Points: 111
Initiative: +2
Speed: Walk 20 ft., Swim 50 ft.
AC: 13 (flatfooted 11, touch 10)
BAB/Grapple: +7/+23
Attacks: *Bite +13; ;
Damage: *Bite 2d8+12; ;
Vision: Low-light
Face / Reach: 15 ft. / 10 ft.
Special Qualities: Animal Traits, Scent (Ex)
Saves: Fortitude: +15, Reflex: +9, Will: +4
Abilities: STR 26 (+8), DEX 14 (+2), CON 22 (+6), INT 2 (-4), WIS 13 (+1), CHA 9 (-1)
Skills: Hide -4; Listen 4; Spot 9; Swim 16;
Feats: Dodge, Great Fortitude, Toughness (2x)
Challenge Rating: 7
Alignment: True Neutral

Possessions: Bite;

ATL 9

Encounter 3

ATL9_2 Constrictor Snakes, Giant Huge-size Male Giant Constrictor Snake Animal11

Hit Dice: (11d8)+14
Hit Points: 67
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 12, touch 11)
BAB/Grapple: +7/+22
Attacks: *Bite +13; ;
Damage: *Bite 1d8+10; ;
Vision:
Face / Reach: 15 ft. / 10 ft.
Special
Qualities: Animal Traits, Constrict (Ex), Improved Grab (Ex), Scent (Ex)
Saves: Fortitude: +8, Reflex: +10, Will: +4
Abilities: STR 25 (+7), DEX 17 (+3), CON 13 (+1), INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 16; Hide 10; Listen 9; Spot 9; Swim 16;
Feats: Alertness, Endurance, Skill Focus (Hide), Toughness
Challenge Rating: 5
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constructor snake deals 1d8+10 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL9_3 Advanced Monstrous Webspinning Spiders, Huge Huge-size Male Monstrous Spider, Huge (Web Spinning) Vermin10

Hit Dice: (10d8)+20
Hit Points: 68
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 16 (flatfooted 13, touch 11)
BAB/Grapple: +7/+19
Attacks: *Bite +9; ;
Damage: *Bite 2d6+6 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')

Face / Reach: 15 ft. / 10 ft.
Special
Qualities: Poison (Ex) Fort save DC 16, Initial 1d8 Str, Secondary 1d8 Str, Tremorsense (Ex), Vermin Traits, Web(Ex) 8/day maximum range 50' (Escape DC 16 Break DC 20 Web Hp 14)
Saves: Fortitude: +9, Reflex: +6, Will: +3
Abilities: STR 19 (+4), DEX 17 (+3), CON 14 (+2), INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Climb 12; Hide -1; Jump 4; Spot 4;
Feats:
Challenge Rating: 5
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL9_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric9

Hit Dice: (9d8)+18
Hit Points: 66
Initiative: +1
Speed: Walk 20 ft.
AC: 19 (flatfooted 18, touch 12)
BAB/Grapple: +6/+7
Attacks: *Greataxe (Masterwork) +8/+3; ;
Damage: *Greataxe (Masterwork) 1d12+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special
Qualities: Rebuke Earth (Su) 3/day (turn level 9) (turn damage 2d6+9), Rebuke Undead (Su) 3/day (turn level 9) (turn damage 2d6+9), Spontaneous casting, Turn Air (Su) 3/day (turn level 9) (turn damage 2d6+9)
Saves: Fortitude: +12, Reflex: +4, Will: +11
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2), INT 8 (-1), WIS 20 (+5), CHA 10 (+0)
Skills: Knowledge (religion) 11
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Martial Weapon Proficiency (Greataxe), Maximize Spell, Sacred Spell, Shield Proficiency, Simple Weapon Proficiency
Challenge Rating: 11
Alignment: Lawful Evil

Possessions: Banded Mail +1; Periapt of Wisdom +2; Greataxe (Masterwork); Outfit (Explorer's); Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Ring of Protection +1; Wand of Hold Person;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times

per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)

Spells:

Spells per Day: (6/6+1/5+1/4+1/3+1/2+1/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Cure Minor Wounds x2, Detect Magic, Detect Poison, Light, Purify Food and Drink,

Level 1: Bane, Cause Fear, Command, Cure Light Wounds, Divine Favor, Doom, Protection from Good,

Level 2: Aid, Bear's Endurance, Cure Moderate Wounds, Hold Person, Sound Burst, Soften Earth and Stone,

Level 3: Cure Serious Wounds, Dispel Magic, Prayer, Searing Light, Magic Circle against Good

Level 4: Cure Critical Wounds, Divine Power, Summon Monster IV, Unholy Blight

Level 5: Flame Strike, Slay Living, Dispel Good

ATL9_Hobgoblin Fighter

Medium-size Male Hobgoblin (Kargi) Fighter9

Hit Dice: (9d10)+45

Hit Points: 103

Initiative: +7

Speed: Walk 30 ft.

AC: 20 (flatfooted 17, touch 13)

BAB/Grapple: +9/+14

Attacks: *Greatsword +2 +18/+13; ;

Damage: *Greatsword +2 2d6+11; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +15, Reflex: +6, Will: +3

Abilities: STR 20 (+5), DEX 16 (+3), CON 20 (+5),

INT 10 (+0), WIS 10 (+0), CHA 6 (-2)

Skills: Climb 14; Jump 7; Swim 11;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Greatsword), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Challenge Rating: 11

Alignment: Lawful Evil

Possessions: Amulet of Health +2; Minor Ring of Energy Resistance (Fire); Boots of Striding and Springing; Breastplate +2; Gauntlets of Ogre Power; Greatsword +2; Outfit (Explorer's);

ATL9_Hobgoblin Monk, Talunta

Medium-size Male Hobgoblin (Kargi) Monk10

Hit Dice: (10d8)+30

Hit Points: 83

Initiative: +7

Speed: Walk 60 ft.

AC: 25 (flatfooted 22, touch 22)

Attacks: *Flurry of Blows +11/+11/+6; ;

Damage: *Flurry of Blows 3d6+3; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities: Flurry of Blows (Ex), Improved Evasion

(Ex), Ki Strike (Magic and Lawful), Purity

of Body (Ex), Slow Fall (50), Still Mind

(Ex), Stunning Fist attack 11/day (DC 19),

Wholeness of Body (Su) 20 hp/day

Fortitude: +16, Reflex: +12, Will: +13

Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3),

INT 10 (+0), WIS 18 (+4), CHA 6 (-2)

Skills: Balance 5; Jump 30; Listen 4; Move

Silently 3; Sense Motive 17; Spot 17;

Tumble 18;

Feats: Deflect Arrows, Dodge, Improved

Initiative, Improved Natural Attack

(Unarmed Strike), Improved Trip,

Improved Unarmed Strike, Stunning Fist,

Weapon Focus (Unarmed Strike)

Challenge Rating: 12

Alignment: Lawful Evil

Possessions: Belt, Monk's; Gauntlets of Ogre Power;

Bracers of Armor +3; Cloak of Resistance +2; Outfit

(Explorer's); Periapt of Wisdom +2; Flurry of Blows; Ring of

Protection +2;

ATL9_Hobgoblin Rogue

Medium-size Male Hobgoblin (Kargi) Rogue9

Hit Dice: (9d6)+27

Hit Points: 64

Initiative: +10

Speed: Walk 30 ft.

AC: 19 (flatfooted 19, touch 17)

BAB/Grapple: +6/+8

Attacks: *Shortbow +2 (Composite) +15/+10;Club

+1 +9/+4;Club +1 (Thrown) +13/+8; ;

Damage: *Shortbow +2 (Composite) 1d6+2;Club +1

1d6+3;Club +1 (Thrown) 1d6+1; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities: Evasion (Ex), Improved Uncanny Dodge

(can't be flanked except by a rogue of 13

level), Sneak Attack +5d6, Trap Sense

(Ex) +3, Trapfinding

Saves: Fortitude: +11, Reflex: +13, Will: +4

Abilities: STR 14 (+2), DEX 22 (+6), CON 16 (+3),

INT 12 (+1), WIS 10 (+0), CHA 6 (-2)

Skills: Balance 8; Bluff 10; Disable Device 13;

Escape Artist 6; Hide 18; Listen 12; Move

Silently 18; Search 13; Sense Motive 12;

Spot 12; Tumble 18;

Feats: Armor Proficiency (Light), Improved

Initiative, Point Blank Shot, Precise Shot,

Challenge Rating: Run, Simple Weapon Proficiency 11
Alignment: Neutral Evil

straight line, but does not provoke attacks of opportunity while jetting.

Possessions: Boots of Levitation; Shortbow +2 (Composite); Bracers of Archery, Lesser; Cloak of Resistance +1; Club +1; Gloves of Dexterity +2; Leather; Outfit (Explorer's); Ring of Protection +1;

Encounter 7 (optional)

ATL9_Giant Squid
Huge-size Male Giant Squid
Animal12

Hit Dice: (12d8)+18
Hit Points: 75
Initiative: +3
Speed: Swim 80 ft.
AC: 17 (flatfooted 14, touch 11)
BAB/Grapple:+9/+29
Attacks: *Tentacle
+15/+15/+15/+15/+15/+15/+15/+15/+15/+15/+15/+15;*Bite +10; (ten tentacle attacks, 1 bite)
Damage: *Tentacle 1d6+8;*Bite 2d8+4; ;
Vision: Low-light
Face / Reach: 15 ft. / 15 ft.
Special Animal Traits, Constrict (Ex), Improved Grab
Qualities: (Ex), Ink Cloud (Ex), Jet (Ex)
Saves: Fortitude: +9, Reflex: +11, Will: +5
Abilities: STR 26 (+8), DEX 17 (+3), CON 13 (+1), INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Listen 10; Spot 11; Swim 16;
Feats: Alertness, Diehard, Endurance, Toughness (2x)
Challenge Rating: 9
Alignment: True Neutral

Possessions: Tentacle x10; Bite;

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full round action, at a speed of 320 feet. It must move in a

ATL 11

Encounter 3

ATL11_2 Advanced Constrictor Snakes, Giant Huge-size Male Giant Constrictor Snake Animal14

Hit Dice: (14d8)+31
Hit Points: 98
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 15 (flatfooted 12, touch 11)
BAB/Grapple: +10/+25
Attacks: *Bite +15; ;
Damage: *Bite 1d8+10; ;
Vision:
Face / Reach: 15 ft. / 10 ft.
Special
Qualities: Animal Traits, Constrict (Ex), Improved
Grab (Ex), Scent (Ex)
Saves: Fortitude: +11, Reflex: +12, Will: +5
Abilities: STR 25 (+7), DEX 17 (+3), CON 14 (+2),
INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 16; Hide 13; Listen 9;
Spot 9; Swim 16;
Feats: Alertness, Combat Reflexes, Endurance,
Skill Focus (Hide), Toughness
Challenge
Rating: 5
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a
constrictor snake deals 1d8+10 points of damage

Improved Grab (Ex): To use this ability, a constrictor
snake must hit with its bite attack. It can then attempt to
start a grapple as a free action without provoking an attack
of opportunity. If it wins the grapple check, it establishes a
hold and constrict.

Encounter 4

ATL11_4 Advanced Monstrous Webspinning Spiders, Huge Huge-size Male Monstrous Spider, Huge (Web Spinning) Vermin12

Hit Dice: (12d8)+24
Hit Points: 81
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 16 (flatfooted 13, touch 11)
BAB/Grapple: +9/+22
Attacks: *Bite +12; ;
Damage: *Bite 2d6+7 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')

Face / Reach: 15 ft. / 10 ft.
Special
Qualities: Poison (Ex) Fort save DC 16, Initial 1d8
Str, Secondary 1d8 Str, Tremorsense
(Ex), Vermin Traits, Web(Ex) 8/day
maximum range 50' (Escape DC 16
Break DC 20 Web Hp 14)
Saves: Fortitude: +10, Reflex: +7, Will: +4
Abilities: STR 20 (+5), DEX 17 (+3), CON 14 (+2),
INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Balance 3; Climb 13; Hide -1; Spot 4;
Feats:
Challenge 5
Rating:
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL11_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric11

Hit Dice: (11d8)+22
Hit Points: 80
Initiative: +1
Speed: Walk 20 ft.
AC: 19 (flatfooted 18, touch 12)
BAB/Grapple: +8/+9
Attacks: *Greataxe (Masterwork) +10/+5; ;
Damage: *Greataxe (Masterwork) 1d12+1; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special
Qualities: Rebuke Earth (Su) 3/day (turn level 11)
(turn damage 2d6+11), Rebuke Undead
(Su) 3/day (turn level 11) (turn damage
2d6+11), Spontaneous casting, Turn Air
(Su) 3/day (turn level 11) (turn damage
2d6+11)
Saves: Fortitude: +13, Reflex: +4, Will: +13
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2),
INT 8 (-1), WIS 22 (+6), CHA 10 (+0)
Skills: Knowledge (religion) 13
Feats: Armor Proficiency (Heavy), Armor
Proficiency (Light), Armor Proficiency
(Medium), Blind-Fight, Martial Weapon
Proficiency (Greataxe), Maximize Spell,
Sacred Spell, Shield Proficiency, Simple
Weapon Proficiency
Challenge 13
Rating:
Alignment: Lawful Evil

Possessions: Banded Mail +1; Metamagic Rod of
Empower; Greataxe (Masterwork); Outfit (Explorer's);
Periapt of Wisdom +4; Potion of Cure Light Wounds; Potion
of Cure Moderate Wounds; Ring of Protection +1; Wand of
Hold Person;

Deity: The Dark One *Domains:* Earth(Turn or destroy air
creatures as a good cleric turns undead. Rebuke,
command, or bolster earth creatures as an evil cleric

rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)

Spells:

Spells per Day: (6/7+1/6+1/5+1/4+1/3+1/2+1/0/0/
DC:16+spell level)

Cleric - Known:

Level 0: Cure Minor Wounds x3, Detect Magic, Detect Poison, Inflict Minor Wounds, Light,

Level 1: Bane, Cause Fear, Command, Cure Light Wounds x2, Divine Favor, Doom, Protection from Good

Level 2: Aid, Bear's Endurance, Cure Moderate Wounds, Hold Person, Resist Energy, Spiritual Weapon, Soften Earth and Stone,

Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Prayer, Searing Light, Magic Circle against Good

Level 4: Cure Critical Wounds x2, Divine Power, Summon Monster IV, Unholy Blight

Level 5: Flame Strike, Righteous Might, Slay Living, Dispel Good

Level 6: Bull's Strength, Mass, Harm, Stoneskin,

ATL11_Hobgoblin Fighter

Medium-size Male Hobgoblin (Kargi)

Fighter11

Hit Dice: (11d10)+55

Hit Points: 125

Initiative: +7

Speed: Walk 30 ft.

AC: 22 (flatfooted 19, touch 15)

BAB/Grapple: +11/+17

Attacks: *Greatsword +2 +21/+16/+11;;

Damage: *Greatsword +2 2d6+13;;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special

Qualities:

Saves: Fortitude: +16, Reflex: +6, Will: +3

Abilities: STR 22 (+6), DEX 16 (+3), CON 20 (+5), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)

Skills: Climb 17; Jump 8; Swim 14;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Challenge Rating: 13

Alignment: Lawful Evil

Possessions: Amulet of Health +2; Ring of Protection +2; Belt of Giant Strength +4; Boots of Striding and Springing; Breastplate +2; Greatsword +2; Outfit (Explorer's); Minor Ring of Energy Resistance (Fire);

ATL11_Hobgoblin Monk, Talunta

Medium-size Male Hobgoblin (Kargi)

Monk12

Hit Dice: (12d8)+36

Hit Points: 99

Initiative: +7

Speed: Walk 70 ft.

AC: 26 (flatfooted 23, touch 23)

BAB/Grapple: +9/+12

Attacks: Unarmed Strike +13/+8; *Flurry of Blows +13/+13/+13/+8;;

Damage: Unarmed Strike 3d8+3;;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Abundant Step (Su), Diamond Body (Su), Greater Flurry of Blows (Ex), Improved Evasion (Ex), Ki Strike (Magic and Lawful), Purity of Body (Ex), Slow Fall (60'), Still Mind (Ex), Stunning Fist attack 13/day (DC 20), Wholeness of Body (Su) 24 hp/day

Saves: Fortitude: +17, Reflex: +13, Will: +14

Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 19 (+4), CHA 6 (-2)

Skills: Balance 5; Jump 36; Listen 4; Move Silently 3; Sense Motive 19; Spot 19;

Tumble 20;

Feats: Deflect Arrows, Dodge, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (Unarmed Strike)

Challenge Rating: 14

Alignment: Lawful Evil

Possessions: Belt, Monk's; Ioun Stone (Dusty Rose); Bracers of Armor +3; Cloak of Resistance +2; Gauntlets of Ogre Power; Outfit (Explorer's); Periapt of Wisdom +2; Flurry of Blows; Ring of Protection +2;

ATL11_Hobgoblin Rogue

Medium-size Male Hobgoblin (Kargi)

Rogue11

Hit Dice: (11d6)+33

Hit Points: 78

Initiative: +10

Speed: Walk 30 ft.

AC: 21 (flatfooted 21, touch 17)

BAB/Grapple: +8/+10

Attacks: Club +1 +11/+6; Club +1 (Thrown) +15/+10; *Shortbow +2 (Composite) +17/+12;;

Damage: Club +1 1d6+3; Club +1 (Thrown) 1d6+1; *Shortbow +2 (Composite) 1d6+2;;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Improved Evasion (Ex), Improved

Uncanny Dodge (can't be flanked except

by a rogue of 15 level), Sneak Attack +6d6, Trap Sense (Ex) +3, Trapfinding Fortitude: +11, Reflex: +14, Will: +4
Saves:
Abilities: STR 14 (+2), DEX 22 (+6), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)
Skills: Balance 8; Bluff 12; Disable Device 15; Hide 20; Listen 14; Move Silently 20; Search 15; Sense Motive 14; Spot 14; Tumble 20;
Feats: Armor Proficiency (Light), Improved Initiative, Point Blank Shot, Precise Shot, Run, Simple Weapon Proficiency
Challenge Rating: 13
Alignment: Neutral Evil

Possessions: Boots of Levitation; Ring of Invisibility; Bracers of Archery, Lesser; Cloak of Resistance +1; Club +1; Gloves of Dexterity +2; Leather +2; Outfit (Explorer's); Ring of Protection +1; Shortbow +2 (Composite);

Encounter 7 (optional)

ATL11_2 Giant Squids
Huge-size Male Giant Squid
 Animal12

Hit Dice: (12d8)+18
Hit Points: 75
Initiative: +3
Speed: Swim 80 ft.
AC: 17 (flatfooted 14, touch 11)
BAB/Grapple:+9/+29
Attacks: *Tentacle
 +15/+15/+15/+15/+15/+15/+15/+15/+15/+15/+15/+15;*Bite
 +10; (10 tentacles, 1 bite)
Damage: *Tentacle 1d6+8;*Bite 2d8+4; ;
Vision: Low-light
Face / Reach: 15 ft. / 15 ft.
Special Animal Traits, Constrict (Ex), Improved Grab
Qualities: (Ex), Ink Cloud (Ex), Jet (Ex)
Saves: Fortitude: +9, Reflex: +11, Will: +5
Abilities: STR 26 (+8), DEX 17 (+3), CON 13 (+1), INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Listen 10; Spot 11; Swim 16;
Feats: Alertness, Diehard, Endurance, Toughness (2x)
Challenge Rating: 9
Alignment: True Neutral

Possessions: Tentacle x10; Bite;

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

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Encounter 3

ATL13_3 Advanced Constrictor Snakes, Giant Gargantuan-size Male Giant Constrictor Snake Animal18

Hit Dice: (18d8)+75
Hit Points: 156
Initiative: +3
Speed: Walk 20 ft., Climb 20 ft., Swim 20 ft.
AC: 17 (flatfooted 14, touch 9)
BAB/Grapple: +13/+37
Attacks: *Bite +21; ;
Damage: *Bite 3d6+18; ;
Vision:
Face / Reach: 15 ft. / 10 ft.
Special Animal Traits, Constrict (Ex), Improved
Qualities: Grab (Ex), Scent (Ex)
Saves: Fortitude: +15, Reflex: +14, Will: +7
Abilities: STR 34 (+12), DEX 17 (+3), CON 18 (+4), INT 1 (-5), WIS 12 (+1), CHA 2 (-4)
Skills: Balance 11; Climb 21; Hide 13; Listen 9; Spot 9; Swim 21;
Feats: Alertness, Combat Reflexes, Endurance, Improved Critical (Bite), Improved Natural Attack (Bite), Skill Focus (Hide), Toughness
Challenge Rating: 5
Alignment: True Neutral

Possessions: Bite;

Constrict (Ex): On a successful grapple check a constrictor snake deals 3d6+18 points of damage

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and constrict.

Encounter 4

ATL13_4 Advanced Monstrous Webspinning Spiders, Huge Huge-size Male Monstrous Spider, Huge (Web Spinning) Vermin14

Hit Dice: (14d8)+28
Hit Points: 91
Initiative: +3
Speed: Walk 30 ft., Climb 20 ft.
AC: 16 (flatfooted 13, touch 11)
BAB/Grapple: +10/+23
Attacks: *Bite +13; ;

Damage: *Bite 2d6+7 plus poison; ;
Vision: Darkvision (60'), Tremorsense (60')
Face / Reach: 15 ft. / 10 ft.
Special Poison (Ex) Fort save DC 16, Initial 1d8
Qualities: Str, Secondary 1d8, Tremorsense (Ex), Vermin Traits, Web(Ex) 8/day maximum range 50' (Escape DC 16 Break DC 20 Web Hp 14)
Saves: Fortitude: +11, Reflex: +7, Will: +4
Abilities: STR 20 (+5), DEX 17 (+3), CON 14 (+2), INT * (+0), WIS 10 (+0), CHA 2 (-4)
Skills: Climb 13; Hide -1; Spot 4;
Feats:
Challenge Rating: 5
Alignment: True Neutral

Possessions: Bite;

Encounter 6

ATL13_Hobgoblin Cleric Medium-size Male Hobgoblin (Kargi) Cleric13

Hit Dice: (13d8)+26
Hit Points: 94
Initiative: +1
Speed: Walk 20 ft.
AC: 22 (flatfooted 21, touch 12)
BAB/Grapple: +9/+10
Attacks: *Greataxe +1 +11/+6; ;
Damage: *Greataxe +1 1d12+2; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Rebuke Earth (Su) 3/day (turn level 13)
Qualities: (turn damage 2d6+13), Rebuke Undead (Su) 3/day (turn level 13) (turn damage 2d6+13), Spontaneous casting, Turn Air (Su) 3/day (turn level 13) (turn damage 2d6+13)
Saves: Fortitude: +14, Reflex: +5, Will: +14
Abilities: STR 12 (+1), DEX 12 (+1), CON 14 (+2), INT 8 (-1), WIS 23 (+6), CHA 10 (+0)
Skills: Knowledge (religion) 15
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Martial Weapon Proficiency (Greataxe), Maximize Spell, Sacred Spell, Shield Proficiency, Simple Weapon Proficiency
Challenge Rating: 15
Alignment: Lawful Evil

Possessions: Full Plate +2; Greataxe +1; Outfit (Explorer's); Periapt of Wisdom +4; Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Major Ring of Energy Resistance (Fire); Ring of Protection +1; Metamagic Rod of Empower; Wand of 10th level caster Dispel Magic; Wand of Hold Person;

Deity: The Dark One *Domains:* Earth(Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.) Evil(You cast evil spells at +1 caster level.)

Spells:

Spells per Day: (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1/0/
DC:16+spell level)

Cleric - Known:

- Level 0:** Cure Minor Wounds x2, Detect Magic, Detect Poison Inflict Minor Wounds, Light,
- Level 1:** Bane, Cause Fear, Cure Light Wounds x2, Divine Favor, Doom, Protection from Good,
- Level 2:** Aid, Bear's Endurance, Cure Moderate Wounds x2, Hold Person, Resist Energy, Spiritual Weapon, Soften Earth and Stone,
- Level 3:** Bestow Curse, Cure Serious Wounds, Dispel Magic, Prayer, Searing Light, Magic Circle against Good,
- Level 4:** Cure Critical Wounds x2, Divine Power, Freedom of Movement, Summon Monster IV, Unholy Blight
- Level 5:** Flame Strike, Insect Plague, Righteous Might, Slay Living, Dispel Good,
- Level 6:** Bull's Strength, Mass, Cure Moderate Wounds, Mass, Harm, Stoneskin,
- Level 7:** Blasphemy, Summon Monster VII,

ATL13_Hobgoblin Fighter

**Medium-size Male Hobgoblin (Kargi)
Fighter13**

Hit Dice: (13d10)+65
Hit Points: 147
Initiative: +7
Speed: Walk 30 ft.
AC: 22 (flatfooted 19, touch 15)
BAB/Grapple: +13/+19
Attacks: *Greatsword +3 +24/+19/+14;;
Damage: *Greatsword +3 2d6+16;;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities:
Saves: Fortitude: +17, Reflex: +7, Will: +4
Abilities: STR 23 (+6), DEX 16 (+3), CON 20 (+5), INT 10 (+0), WIS 10 (+0), CHA 6 (-2)
Skills: Climb 19; Jump 8; Swim 16;
Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)
Challenge Rating: 15

Alignment: Lawful Evil

Possessions: Amulet of Health +2; Greatsword +3; Belt of Giant Strength +4; Boots of Striding and Springing; Breastplate +2; Outfit (Explorer's); Minor Ring of Energy Resistance (Fire); Ring of Protection +2;

**ATL13_Hobgoblin Monk, Talunta
Medium-size Male Hobgoblin (Kargi)
Monk14**

Hit Dice: (14d8)+42
Hit Points: 115
Initiative: +7
Speed: Walk 70 ft.
AC: 29 (flatfooted 26, touch 25)
BAB/Grapple: +10/+13
Attacks: Unarmed Strike +14/+9; Flurry of Blows +14/+14/+14/+9;;
Damage: Unarmed Strike 3d8+3;;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Abundant Step (Su), Diamond Body (Su), Diamond Soul (Ex), Greater Flurry of Blows (Ex), Improved Evasion (Ex), Ki Strike (Magic and Lawful), Purity of Body (Ex), Slow Fall (70), Still Mind (Ex), Stunning Fist attack 15/day (DC 22), Wholeness of Body (Su) 28 hp/day
Saves: Fortitude: +18, Reflex: +14, Will: +16
Abilities: STR 16 (+3), DEX 16 (+3), CON 16 (+3), INT 10 (+0), WIS 21 (+5), CHA 6 (-2)
Skills: Balance 5; Jump 38; Listen 5; Move Silently 3; Sense Motive 22; Spot 22; Tumble 22;
Feats: Deflect Arrows, Dodge, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (Unarmed Strike)
Challenge Rating: 16
Alignment: Lawful Evil

Possessions: Belt, Monk's; Bracers of Armor +4; Cloak of Resistance +2; Gauntlets of Ogre Power; Ioun Stone (Dusty Rose); Outfit (Explorer's); Periapt of Wisdom +4; Ring of Protection +3; Flurry of Blows; Ring of Minor Spell Storing;

**ATL13_Hobgoblin Rogue
Medium-size Male Hobgoblin (Kargi)
Rogue13**

Hit Dice: (13d6)+39
Hit Points: 92
Initiative: +10
Speed: Walk 30 ft.
AC: 21 (flatfooted 21, touch 17)
BAB/Grapple: +9/+11
Attacks: Assassin's Dagger +2 +13/+8; Assassin's

Damage: Dagger +2 (Thrown) +17/+12; Club +1 +12/+7; Club +1 (Thrown) +16/+11; *Shortbow +2 (Composite) +18/+13; ;
 Assassin's Dagger +2 1d4+4; Assassin's Dagger +2 (Thrown) 1d4+2; Club +1 1d6+3; Club +1 (Thrown) 1d6+1; *Shortbow +2 (Composite) 1d6+2; ;
Vision: Darkvision (60')
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Improved Evasion (Ex), Improved Uncanny Dodge (can't be flanked except by a rogue of 17 level), Opportunist (Ex) 1/round a rogue Atk of Op vs opponent hit by another character, Sneak Attack +7d6, Trap Sense (Ex) +4, Trapfinding
Saves: Fortitude: +12, Reflex: +15, Will: +5
Abilities: STR 14 (+2), DEX 23 (+6), CON 16 (+3), INT 12 (+1), WIS 10 (+0), CHA 6 (-2)
Skills: Balance 8; Bluff 14; Disable Device 17; Hide 22; Listen 16; Move Silently 22; Search 17; Sense Motive 16; Spot 16; Tumble 22;
Feats: Armor Proficiency (Light), Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Run, Simple Weapon Proficiency
Challenge Rating: 15
Alignment: Neutral Evil

Possessions: Assassin's Dagger +2; Boots of Levitation; Bracers of Archery, Lesser; Cloak of Resistance +1; Club +1; Gloves of Dexterity +2; Leather +2; Outfit (Explorer's); Ring of Invisibility; Ring of Protection +1; Shortbow +2 (Composite);

Encounter 7 (optional)

ATL13_Kraken Gargantuan-size Male Kraken Magical Beast20

Hit Dice: (20d10)+180
Hit Points: 290
Initiative: +4
Speed: Swim 20 ft.
AC: 20 (flatfooted 20, touch 6)
BAB/Grapple: +20/+44
Attacks: *Tentacle +28/+28;
 *Arm+23/+23/+23/+23/+23/+23 ;
 *Bite +23; (2 tentacles, 6 arms, 1 bite)
Damage: *Tentacle 2d8+12; *Arm 1d6+6; *Bite 4d6+6; ;
Vision: Darkvision (60'), Low-light
Face / Reach: 20 ft. / 15 ft.
Special Qualities: Constrict (Ex), Improved Grab (Ex), Ink Cloud (Ex), Jet (Ex), Magical Beast Traits
Saves: Fortitude: +21, Reflex: +12, Will: +13
Abilities: STR 34 (+12), DEX 10 (+0), CON 29 (+9), INT 21 (+5), WIS 20 (+5), CHA 20 (+10)

Skills: Concentration 21; Diplomacy 7; Hide 0; Intimidate 16; Knowledge (geography) 17; Knowledge (nature) 16, Listen 30, Search 28, Sense Motive 17, Spot 30, Survival 5(+7 following tracks), Swim 20, Use Magic Device 16
Feats: Alertness, Blind-Fight, Combat Expertise, Improved Critical (Tentacle), Improved Initiative, Improved Trip, Iron Will
Challenge Rating: 12
Alignment: Neutral Evil

Possessions: Tentacle x2; Arm x6; Bite;

Spells:
Innate: Control Weather, Control Winds, Dominate Animal, Resist Energy

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A kraken can emit a cloud of jet black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.