

Pirate Fort

By

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Grark CR 2

XP 600

Male Gnoll Ranger 2

NE Medium Humanoid (gnoll)

Init +1; Senses darkvision 60 ft.; Perception +8

Defense

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 26 (2d10+2d8+4)

Fort +7, Ref +4, Will +1

Offense

Speed 30 ft.

Melee +1 Light pick +5 (1d4+2/x4) and

Battleaxe +5 (1d8+3/x3)

Special Attacks favored enemy (humans +2)

Ranger Spells Prepared (CL 0):

Statistics

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

Base Atk +3; CMB +6; CMD 17

Feats Power Attack -1/+2, Two-weapon Fighting, Weapon Focus (Battleaxe)

Skills Acrobatics +0, Bluff +1 (+3 vs. humans), Climb +6, Escape Artist +0, Fly +0, Intimidate +8,

Perception +8 (+10 vs. humans), Profession (sailor) +6, Ride +0, Sense Motive +1 (+3 vs.

humans), Stealth +5, Survival +8 (+10 vs. humans, +9 to track), Swim +6

Languages Gnoll

SQ combat styles (two-weapon combat), track, wild empathy

Other Gear Masterwork Chain shirt, +1 Light pick, Battleaxe, 121 sp, 43 gp

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Favored Enemy (Humans +2) (Ex) +2 to rolls vs Favored Enemy (Humans).

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

Track +1 Add the listed bonus to survival checks made to track.

Wild Empathy +3 (Ex) Improve the attitude of an animal, as if using Diplomacy.

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Description: Grark is a competent leader, for a gnoll. Unlike most gnolls, Grark is not chaotic and this gives him an advantage over the other gnolls. While their evil tends to be random and senseless, his evil is always aimed at serving his own ends. Grark is an effective combatant and will make full use of his abilities. He prefers to have other serve as a buffer between him and his enemies, but he is not afraid of combat.

Gnoll Pirates CR 1

XP 400

Gnoll

CE Medium Humanoid (gnoll)

Init +0; Senses darkvision 60 ft.; Perception +0

Defense

AC 14, touch 10, flat-footed 14 (+3 armor, +1 natural)

hp 11 (2d8+2)

Fort +4, Ref +0, Will +0

Offense

Speed 30 ft.

Melee Battleaxe +3 (1d8+2/x3)

Ranged Longbow +1 (1d8/x3)

Statistics

Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 9

Base Atk +1; CMB +3; CMD 13

Feats Power Attack -1/+2

Skills Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Profession (sailor) +4, Ride -1, Stealth -1, Survival +4, Swim +1

Languages Gnoll

Other Gear Studded leather armor, Battleaxe, Longbow, 3 GP

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

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

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Description: These hyena headed humanoids are the muscle of the pirate operation. They are vicious creatures and delight in such hideous deeds as eating living intelligent beings. These gnolls are better armed and armored than the typical gnolls. Their shields bear a crude image of a black dragon on a rough white circle. The gnolls have been trained more than normal gnolls and will fight with some degree of military discipline.

Goblin Pirate CR 1/3

XP 135

Goblin Warrior 1

CE Small Humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +0

Defense

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 5 (1d10)

Fort +2, Ref +2, Will +0

Offense

Speed 30 ft.

Melee Shortsword +1 (1d4-1/19-20/x2)

Ranged Shortbow +4 (1d4-1/x3)

Statistics

Str 8, Dex 14, Con 10, Int 10, Wis 10, Cha 8

Base Atk +1; CMB -1; CMD 11

Feats Point Blank Shot

Skills Fly +4, Profession (sailor) +4, Ride +6, Stealth +14, Swim +3

Languages Goblin

Other Gear Leather armor, Shortbow, Shortsword, 1D3 gp, 1D10 sp.

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

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Description: These goblins are different from the usual landlubbers in that they are semi-skilled at operating a sailing vessel and they can tolerate water. In combat they prefer to rely on their bows, but have learned to enjoy hacking at fishermen.

Sahuagin CR 2

XP 600

Sahuagin

LE Medium Monstrous Humanoid (aquatic)

Init +1; Senses blindsense, darkvision 60 ft.; Perception +6

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d10+4)

Fort +4, Ref +4, Will +4

Weakness light blindness

Offense

Speed 30 ft., swimming (60 feet)

Melee Bite (Sahuagin) +4 (1d4+2/x2) and

Claw x2 (Sahuagin) +4 x2 (1d4+2/x2)

Statistics

Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9

Base Atk +2; CMB +4; CMD 15

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

SQ blood frenzy (1/day)

Special Abilities

Blindsight (30 feet) (Ex) Sense things and creatures without seeing them.

Blood Frenzy (1/day) (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Light Blindness (Ex) Blinded for 1r in bright light, dazzled as long as they remain in it.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as 'come here,' 'defend me,' or 'attack this target.'

Swimming (60 feet) You have a Swim speed.

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Pirate Fort



1

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8

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10

9

1 Square = 5 feet

