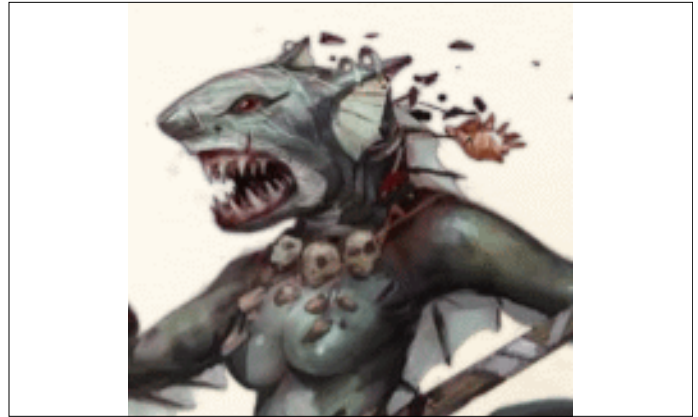


## Brinebrood Queen

Female grindy low witch 4 (Grindy low +1) - CL5 - CR 4  
 Chaotic Evil Aberration (Aquatic); Deity: **The Sea**; Age: **54**;  
 Height: **5'**; Weight: **120lb**.



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>19</b>	<b>+4</b>	
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+1</b>	<b>+1</b>			
<b>WILL</b> (WISDOM)	<b>+9</b>	=	<b>+6</b>	<b>+3</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>15</b>	=		<b>+1</b>		<b>+4</b>			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>11</b>	<b>14</b>				

CM Bonus		BAB	Strength	Size	Misc
<b>+6</b>	=	<b>+2</b>	<b>+4</b>	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
<b>17</b>	= <b>10</b>	<b>+2</b>	<b>+4</b>	<b>+1</b>	-

25 vs. Trip

Base Attack	HP
<b>+2</b>	<b>46</b>

Initiative	Damage / Current HP
<b>+1</b>	

Speed
<b>15 ft</b>

### Bite (Grindy low)

Main hand: **+1, 1d4+2** Crit: x2  
 Light, B/P/S

### Decorative Shortsword

Main hand: **+2, 1d6+2** Crit: 19-20/x2  
 Light, P, Fragile

### Gold-plated wakizashi

Main hand: **+2, 1d6+4** Crit: 18-20/x2  
 Light, P/S, Deadly

### Longsword

Main hand: **+2, 1d8+4** Crit: 19-20/x2  
 Both hands: **+2, 1d8+6** 1-hand, S

### Longsword

Main hand: **+2, 1d8+4** Crit: 19-20/x2  
 Both hands: **+2, 1d8+6** 1-hand, S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Speed greater/less than 30 ft. :-8 to jump	<b>+5</b>	DEX (1)	1	
<b>Appraise</b>	<b>+3</b>	INT (3)	-	
<b>Bluff</b>	<b>+3</b>	CHA (1)	2	
<b>Climb</b>	<b>+9</b>	STR (4)	2	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+5</b>	DEX (1)	1	
<b>Fly</b>	<b>+5</b>	DEX (1)	1	
<b>Handle Animal</b>	<b>+4</b>	CHA (1)	3	
<b>Heal</b>	<b>+3</b>	WIS (3)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Perception</b>	<b>+10</b>	WIS (3)	4	
<b>Ride</b>	<b>+1</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (3)	-	
<b>Stealth</b>	<b>+12</b>	DEX (1)	4	
<b>Survival</b>	<b>+8</b>	WIS (3)	2	
<b>Swim</b>	<b>+19</b>	STR (4)	4	
<b>Use Magic Device</b>	<b>+6</b>	CHA (1)	2	

### Feats

Combat Casting  
 Exotic Weapon Proficiency (Harpoon)  
 Improved Natural Armor  
 Improved Natural Armor  
 Simple Weapon Proficiency - All  
 Weapon Finesse

### Special Abilities

Amphibious (Ex)  
 Darkvision (60 feet)  
 Deliver Touch Spells Through Familiar (Su)  
 Empathic Link with Familiar (Su)  
 Familiar Bonus: +3 to Swim Checks  
 Fortune (1 round) (Su)  
 Misfortune (1 round, DC 15) (Su)  
 Share Spells with Familiar  
 Slumber (4 rounds, DC 15) (Su)  
 Swimming (30 feet)

### Masterwork cold iron scimitar

Main hand: **+3, 1d6+4** Crit: 18-20/x2  
 Both hands: **+3, 1d6+6** 1-hand, S

### Masterwork cold iron sickle

Main hand: **+7, 1d6+4** Crit: x2  
 Light, S, Trip

### Masterwork dagger

Main hand: **+7, 1d4+4** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+4, 1d4+4** Light, P/S

### Masterwork dagger

Main hand: **+7, 1d4+4** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+4, 1d4+4** Light, P/S

### Masterwork silver dagger

Main hand: **+7, 1d4+3** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+4, 1d4+3** Light, P/S

### Punching dagger

Main hand: **+6, 1d4+4** Crit: x3  
 Light, P

### Scrimshaw blade of great workmanship depicting

Main hand: **+7, 1d4+4** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+4, 1d4+4** Light, P/S

### Vindictive Harpoon

Both hands: **+7, 1d8+7** Crit: x3  
 Rng: 10'  
 Ranged, both hands: **+4, 1d8+7** 2-hand, P, Fragile,

### Gear

**Total Weight Carried: 45/350 lbs, Light Load**  
**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Blade Cluster	-
Decorative Shortsword <In: Large lobster pot>	3 lbs
Gold-plated wakizashi <In: Large lobster pot>	2 lbs
Large lobster pot	5 lbs
Longsword <In: Large lobster pot>	4 lbs
Longsword <In: Large lobster pot>	4 lbs
Masterwork cold iron scimitar <In: Large lobster pot>	4 lbs
Masterwork cold iron sickle <In: Large lobster pot>	2 lbs
Masterwork dagger <In: Large lobster pot>	1 lb
Masterwork dagger <In: Large lobster pot>	1 lb
Masterwork silver dagger <In: Large lobster pot>	1 lb
Money	-
Potion of cure moderate wounds	-
Punching dagger <In: Large lobster pot>	1 lb
Scrimshaw blade of great workmanship depicting an	1 lb
Vindictive Harpoon	16 lbs
Wand of summon nature's ally ii (12 charges)	-

### Special Abilities

Tangling Tentacles (Ex)

### Experience & Wealth

Current Cash: **You have no money!**  
 Reputation: **Fame: 6, PP: 6, 100 miles.**

### Tracked Resources

Masterwork dagger	<input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Masterwork silver dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Scrimshaw blade of great workmanship depicting an octopus	<input type="checkbox"/>
Vindictive Harpoon	<input type="checkbox"/>
Wand of summon nature's ally ii (12 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Abyssal Common  
 Aquan Sahaugin

### Spells & Powers

**Witch spells memorized** (CL 4th; concentration +7)  
**Melee Touch +6 Ranged Touch +3**  
**2nd**—*cure moderate wounds*, *glitterdust* (DC 15), *web* (DC 15)  
**1st**—*ear-piercing scream*<sup>UM</sup> (DC 14), *enlarge person* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)

### Companions

**Arcane Familiar, Blue-ringed octopus - CL1 - CR 1/2**  
 STR 8 (-1), DEX 21 (+5), CON 10 (0), INT 8 (-1), WIS 13 (+1), CHA 3 (-4); Fortitude +2, Reflex +7, Will +7

HP: 23/23; Init: +5; Speed: 20 feet  
 Attack Bonus: +3; Armor Class: 19 / 16 Tch / 14 Fl  
 Acrobatics +9, Bluff -2, Climb +10, Escape Artist +16, Fly +11, Handle Animal -1, Intimidate -3, Perception +7, Stealth +23, Survival +3, Swim +19, Use Magic Device -2

Bite (Octopus, Blue-Ringed) **Melee +8, 1d2-1, x2**  
 Tentacle (Octopus, Blue-Ringed) **Melee +6, x2**

Special: Grab: Tentacle (Small) (Ex), Improved Evasion (Ex), Ink Cloud (5' radius, 1/minute) (Ex), Jet (60 feet), Low-Light Vision, Poison: Bite—Injury (DC 10) (Ex), Swimming (30 feet)  
 Charges: Ink Cloud (5' radius, 1/minute) (Ex) - 0/1

### Background

The leader of the grindylows of Brinebrood Cave and the spawner of the freakishly-huge Croatoan. Her power to hex her foes has earned her the loyalty of her many grindylow followers.

When the Infernus was shipwrecked, her cohorts were able to discover the caged lacedons inflicted with Carrion Hill Ghoul Fever. They restrained the ghouls and brought them back to the Cauldron, whereupon the Brinebrood Queen used them for destroying the humans that infringed on her island.