

**THE CRAZED PAINTER** CR 1/3

Male human expert 1  
 N Medium humanoid (human)  
**Init** +0; **Senses** Perception +3

**DEFENSE**

**AC** 10, touch 10, flat-footed 10  
**hp** 4 (1d8)  
**Fort** +0, **Ref** +0, **Will** +6

**OFFENSE**

**Speed** 30 ft.  
**Melee** unarmed strike -1 (1d3-1)

**STATISTICS**

**Str** 9, **Dex** 10, **Con** 11, **Int** 13, **Wis** 14, **Cha** 8  
**Base Atk** +0; **CMB** -1; **CMD** 9  
**Feats** Iron Will, Skill Focus (Profession [artist])  
**Skills** Appraise +2, Bluff +0, Craft (painting) +2, Diplomacy +0, Knowledge (religion) +2, Linguistics +2, Perception +3, Profession (artist) +3, Sense Motive +3  
**Languages** Aklo, Common, Undercommon  
**Gear** masterwork artisan's tools

**AVERAGE SWIFT PRISON GUARD (2)** CR 1/3

Male or female human warrior 1  
 LN Medium humanoid (human)  
**Init** +0; **Senses** Perception +0

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+3 armor, +1 shield)  
**hp** 10 (1d10+5)  
**Fort** +3, **Ref** +0, **Will** +0

**OFFENSE**

**Speed** 30 ft.  
**Melee** club +3 (1d6+1)

**STATISTICS**

**Str** 13, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 10  
**Base Atk** +1; **CMB** +2; **CMD** 12  
**Feats** Toughness, Weapon Focus (club)  
**Skills** Bluff +1, Intimidate +4  
**Languages** Common  
**Gear** buckler, studded leather, club, ring of keys, signal whistle

**Combat 1****TASHELIA ISMACCO** CR 1/2

Female human cleric of Groetus 1  
 NE Medium humanoid (human)  
**Init** +0; **Senses** Perception +2

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 armor)  
**hp** 10 (1d8+6)  
**Fort** +4, **Ref** +0, **Will** +4

**OFFENSE**

**Speed** 30 ft.  
**Melee** mwk heavy flail +2 (1d10+1/19-20)  
**Special Attacks** channel negative energy (1d6, DC 11, 4/day), destructive smite (+0, 5/day)  
**Domain Spell-Like Abilities** (CL 1st; concentration +3) 5/day—touch of darkness (1 round)  
**Cleric Spells Prepared** (CL 1st; concentration +3) 1st—*bane* (DC 13), *obscuring mist* (already cast), *true strike* 0 (at will)—*bleed* (DC 12), *detect magic*, *read magic*  
**D** Domain spell; **Domains** Darkness, Destruction

**TACTICS**

**Before Combat** Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders' head engineer. She suffers a -4 penalty on Perception checks because of the loud noise.  
**During Combat** Tashelia casts *bane* on a melee PC and *true strike* on herself before entering melee combat.  
**Morale** Tashelia fights to the death.

**STATISTICS**

**Str** 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 15, **Cha** 13  
**Base Atk** +0; **CMB** +1; **CMD** 11  
**Feats** Extra Channel, Toughness  
**Skills** Diplomacy +5, Knowledge (religion) +4, Linguistics +4  
**Languages** Aklo, Common  
**SQ** aura  
**Gear** chain shirt, masterwork heavy flail, holy symbol of Groetus

**NATURE'S CATAclysm THUGS (2)** CR 1/3

Male half-orc warrior 1  
 NE Medium humanoid (orc)  
**Init** +0; **Senses** Perception +0

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 armor)  
**hp** 10 (1d10+5)  
**Fort** +3, **Ref** +0, **Will** +0

**OFFENSE**

**Speed** 30 ft.  
**Melee** club +3 (1d6+2/x2)

**TACTICS**

**Before Combat** The cultists focus on tormenting Queck and suffer a -4 penalty on any Perception checks made to hear the PC's approach.  
**During Combat** The cultists attack the nearest PC.  
**Morale** The cultists fight to the death.

**STATISTICS**

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8  
**Base Atk** +1; **CMB** +3; **CMD** 13  
**Feats** Toughness  
**Skills** Intimidate +3  
**Languages** Common, Orc  
**Gear** chain shirt, club

## Combat 2

### DERRO

CR 2

CE Small humanoid (derro)

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

**hp** 20 (3d8+12)

**Fort** +5, **Ref** +3, **Will** +6

**SR** 14

**Weaknesses** vulnerability to sunlight

#### OFFENSE

**Speed** 20 ft.

**Melee** short sword +5 (1d4) or aklys +5 (1d6)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative, Weapon Finesse

**Skills** Perception +0, Stealth +9

**Languages** Aklo, Undercommon

**SQ** madness, poison use

#### ECOLOGY

**Environment** any underground

**Organization** solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)

**Treasure** NPC Gear (leather armor, short sword or aklys, other treasure)

#### SPECIAL ABILITIES

**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 prepoisoned bolts at all times.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

#### NOTES

This derro recently fought a few of Dalirio's skeletons that got loose into Cassomir's Locker. He is wounded (20 hit points instead of 25) and lost his crossbow and poisoned bolts in the fight. This effectively reduces his CR to 2.

### MITE SLAVES (2)

CR 1/4

LE Small fey

**Init** +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

#### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 3 (1d6)

**Fort** +0, **Ref** +3, **Will** +3

**DR** 2/cold iron

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** dagger +0 (1d3–1/19–20)

**Ranged** dart +2 (1d3–1)

**Special Attacks** hatred

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

At will—*prestidigitation*

1/day—*doom* (DC 10)

#### STATISTICS

**Str** 8, **Dex** 12, **Con** 11, **Int** 8, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** –2; **CMD** 9

**Feats** Point-Blank Shot

**Skills** Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

**Languages** Undercommon

**SQ** vermin empathy +4

**Gear** dagger, 6 darts

#### SPECIAL ABILITIES

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

**Light Sensitivity (Ex)** Mites are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

## Combat 3

### SKELETONS (3)

CR 1/3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

#### STATISTICS

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

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none

## Combat 4

### NATURE'S CATAclysm THUGS (3) CR 1/3

hp 10 (Same as Combat 1)

## Combat 5

### DALIRIO TEPPISH CR 2

Male ghoul cleric of Groetus 2

NE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +10

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#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)

**hp** 26 (4d8+8)

**Fort** +6, **Ref** +3, **Will** +8

**Defensive Abilities** channel resistance +2

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#### OFFENSE

**Speed** 30 ft.

**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

**Special Attacks** channel negative energy (1d6, DC 17, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

**Domain Spell-Like Abilities** (CL 2nd; concentration +6)

7/day—touch of chaos

7/day—vision of madness (+/−1)

**Cleric Spells Prepared** (CL 2nd; concentration +6)

1st—*cause fear* (2, DC 15), *lesser confusion* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

**D** Domain spell; **Domains** Chaos, Madness

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#### TACTICS

**Before Combat** Dalirio sits at his desk, looking over paperwork.

Unless otherwise warned, he does not expect the PCs.

**During Combat** Dalirio orders his skeletons to attack and uses *cause fear* and *lesser confusion* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio then picks the next closest PC to attack, and so on.

**Morale** Dalirio fights to the death.

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#### STATISTICS

**Str** 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 18, **Cha** 17

**Base Atk** +2; **CMB** +5; **CMD** 18

**Feats** Command Undead, Improved Channel

**Skills** Acrobatics +5, Climb +8, Heal +9, Perception +10, Spellcraft +6, Stealth +9, Swim +5

**Languages** Aklo, Common

**SQ** aura

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#### SPECIAL ABILITIES

**Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

### SKELETONS (2) CR 1/3

hp 4 (Same as Combat 3)