

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 3

Female human cleric of Groetus 4
 NE Medium humanoid (human)
Init +0; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 34 (4d8+16)
Fort +6, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.
Melee mwk heavy flail +5 (1d10+1/19–20)
Special Attacks channel negative energy (2d6, DC 13, 4/day), destructive smite (+2, 5/day)
Domain Spell-Like Abilities (CL 4th; concentration +6) 5/day—touch of darkness (2 rounds)
Cleric Spells Prepared (CL 4th; concentration +6)
 2nd—*blindness/deafness* (blindness only, DC 14), *sound burst* (2, DC 14), *spiritual weapon*
 1st—*bane* (2, DC 13), *obscuring mist* (already cast), *shield of faith*, *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's head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.
During Combat Tashelia casts spells before entering melee. She starts with her second level spells, as well as *bane*, targeting PCs in melee first. She then casts *shield of faith* and *true strike* on herself before entering melee combat.
Morale Tashelia fights to the death.

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 14
Feats Extra Channel, Lightning Reflexes, Toughness
Skills Diplomacy +7, Knowledge (religion) +7, Linguistics +4, Perception +6
Languages Aklo, Common
SQ aura
Gear chain shirt, masterwork heavy flail, holy symbol of Groetus

NATURE'S CATAclysm THUGS (3) 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

DERROS (2)

CR 3

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 25 (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)

Ranged repeating light crossbow +5 (1d6/19–20 plus poison) 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.

MITE SLAVES (4)

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.

TACTICS
During Combat One mite struggles to carry a large glass jar filled with spiders. Treat this jar as a splash weapon, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jar can be thrown with a range increment of 10 and shatters on contact, releasing a spider swarm that immediately fills four adjacent squares. The mites attack the round after their companion throws the jar.

Morale The mites fight to the death while their derro masters live—if the derros die, the mites immediately surrender.

SPIDER SWARM CR 1

N Diminutive vermin (swarm)
Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;
 Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 9 (2d8)
Fort +3, **Ref** +3, **Will** +0
Defensive Abilities swarm traits;
Immune mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.
Melee swarm (1d6 plus poison and distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** —; **CMD** —
Skills Climb +11, Perception +4; **Racial Modifiers** +4
 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any
Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Combat 3**OTYUGH** CR 4

N Large aberration
Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 39 (6d8+12)
Fort +3, **Ref** +2, **Will** +6
Immune disease

OFFENSE

Speed 20 ft.
Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)
Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)
Feats Alertness, Toughness, Weapon Focus (tentacle)
Skills Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*. Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment any underground
Organization solitary, pair, or cluster (3–4)
Treasure standard

Combat 4**NATURE'S CATAclysm THUGS (3)** CR 1/3

hp 10 (Same as Combat 1)

NATURE'S CATAclysm ELITE THUG CR 2

Male or female half-orc fighter 3
 NE Medium humanoid (orc)
Init +5; **Senses** Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)
hp 28 (3d10+12)
Fort +5, **Ref** +2, **Will** +0; +1 vs. fear

OFFENSE

Speed 20 ft.; moves at normal speed in Medium armor
Melee +1 *heavy flail* +8 (1d10+4/19–20)
Ranged composite longbow +4 (1d8/x3)

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 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 17
Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (heavy flail)
Skills Intimidate +7, Perception +1, Survival +3
Languages Common, Orc
SQ armor training +1, bravery +1
Gear masterwork half-plate, +1 *heavy flail*, composite longbow with 20 arrows

Combat 5

DALIRIO TEPPISH

CR 4

Male ghoul cleric of Groetus 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

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

hp 37 (6d8+10)

Fort +7, **Ref** +4, **Will** +9

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+3 plus disease and paralysis) and 2 claws +7 (1d6+3 plus paralysis)

Special Attacks channel negative energy (2d6, DC 18, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—touch of chaos

7/day—vision of madness (+/-2)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*darkness*, *hold person* (2, DC 16), *touch of idiocy* (DC 16)

1st—*bane* (DC 15), *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

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*, *lesser confusion*, and *hold person* 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 picks the next closest PC to attack, and so on.

Morale Dalirio fights to the death.

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 20

Feats Command Undead, Improved Channel, Improved Initiative

Skills Acrobatics +5, Climb +8, Heal +9, Perception +12, Spellcraft +8, Stealth +11, Swim +5

Languages Aklo, Common

SQ aura

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

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