

**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 6**

Female human cleric of Groetus 7  
 NE Medium humanoid (human)  
**Init** +0; **Senses** Perception +11

**DEFENSE**

**AC** 16, touch 10, flat-footed 16 (+6 armor)  
**hp** 59 (7d8+28)  
**Fort** +7, **Ref** +4, **Will** +7

**OFFENSE**

**Speed** 30 ft.  
**Melee** +1 *heavy flail* +8 (1d10+2/19–20)  
**Special Attacks** channel negative energy (4d6, DC 14, 4/day), destructive smite (+3, 5/day)  
**Domain Spell-Like Abilities** (CL 7th; concentration +9)  
 5/day—touch of darkness (3 rounds)  
**Cleric Spells Prepared** (CL 7th; concentration +9)  
 4th—*inflict critical wounds* (DC 16), *summon monster IV*  
 3rd—*invisibility purge* (DC 15), *rage*, *searing light* (DC 15)  
 2nd—*blindness/deafness* (blindness only, DC 14), *sound burst* (3, DC 14), *spiritual weapon*  
 1st—*bane* (3, 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' head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.

**During Combat** Tashelia casts spells before entering melee, preferring to stay on the catwalk and target melee PCs with *searing light*, *sound burst*, and *bane*. She begins combat by summoning a medium earth elemental and prefers to avoid melee combat. If forced into melee, she casts *true strike* and *shield of faith* on herself (if possible).

**Morale** Tashelia fights to the death.

**STATISTICS**

**Str** 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 15, **Cha** 13  
**Base Atk** +5; **CMB** +6; **CMD** 16  
**Feats** Alertness, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (heavy flail)  
**Skills** Diplomacy +10, Knowledge (religion) +10, Linguistics +4, Perception +11, Sense Motive +4  
**Languages** Aklo, Common  
**SQ** aura  
**Gear** +2 *chain shirt*, +1 *heavy flail*, holy symbol of Groetus

**MEDIUM EARTH ELEMENTAL CR 3**hp 34 (*Pathfinder RPG Bestiary* 122)

N Medium outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7**DEFENSE****AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)**hp** 34 (4d10+12)**Fort** +7, **Ref** +0, **Will** +4**Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +9 (1d8+7)**Special Attacks** earth mastery**STATISTICS****Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +9; **CMD** 18**Feats** Cleave, Improved Bull Rush<sub>h</sub>, Power Attack**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2,

Knowledge (planes) +2, Perception +7, Stealth +3

**Languages** Terran**ECOLOGY****Environment** any (Plane of Earth)**Organization** solitary, pair, or gang (3-8)**Treasure** none**SPECIAL ABILITIES**

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

**NATURE'S CATAclysm ELITE THUGS (2) 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 Queeck 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 2****DERROS (3) 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 (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.

**TACTICS**  
**During Combat** Both mites struggle to carry large glass jars filled with centipedes. Treat these jars as splash weapons, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jars can be thrown with a range increment of 10 and shatter on contact, releasing a centipede swarm that immediately fills four adjacent squares. The mites attack the round after they throw the jars.

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

**CENTIPEDE SWARMS (2)** **CR 4**

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

**DEFENSE**

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)  
**hp** 31 (9d8–9)  
**Fort** +5, **Ref** +7, **Will** +3  
**Defensive Abilities** swarm traits, **Immune** weapon damage

**OFFENSE**

**Speed** 30 ft., climb 30 ft.  
**Melee** swarm (2d6 plus poison)  
**Space** 10 ft.; **Reach** 0 ft.  
**Special Attacks** distraction (DC 13), poison

**STATISTICS**

**Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2  
**Base Atk** +6; **CMB** —; **CMD** —  
**Feats** Weapon Finesse  
**Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception

**ECOLOGY**

**Environment** temperate or warm forest or underground  
**Organization** solitary, pair, or tangle (3–6 swarms)  
**Treasure** none

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Combat 3****OTYUGHS (3)** **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****DERROS (2)** **CR 3**

**hp** 25 (Same as Combat 2)

**NATURE'S CATAclysm ELITE THUGS (3)** **CR 2**

**hp** 28 (Same as Combat 1)

## Combat 5

### DALIRIO TEPPISH

CR 7

Male ghoul cleric of Groetus 7

NE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

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

**hp** 53 (9d8+13)

**Fort** +8, **Ref** +7, **Will** +10

**Defensive Abilities** channel resistance +2

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +10 (1d6+3 plus disease and paralysis) and 2 claws +9 (1d6+3 plus paralysis)

**Special Attacks** channel negative energy (4d6, DC 19, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

**Domain Spell-Like Abilities** (CL 7th; concentration +11)

7/day—touch of chaos

7/day—vision of madness (+/−3)

**Cleric Spells Prepared** (CL 7th; concentration +11)

4th—*confusion* (DC 18), *freedom of movement*, *inflict critical wounds* (DC 18)

3rd—*deeper darkness*, *inflict serious wounds* (DC 17), *invisibility*, *purge*, *rage*

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

1st—*bane* (2, 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 *confusion*, *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 then picks the next closest PC to attack, and so on. If given the chance, he uses his inflict spells on lightly-armored spellcasters, but otherwise he uses his bite and claws. Dalirio can only command up to 7 HD of undead—but there are 8 HD of skeletons present. Each round, randomly roll for the 8th skeleton to see whom it attacks (possibly even Dalirio).

**Morale** Dalirio fights to the death.

#### STATISTICS

**Str** 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 19, **Cha** 17

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Command Undead, Improved Channel, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

**Skills** Acrobatics +5, Climb +8, Heal +9, Perception +15, Spellcraft +11, Stealth +14, 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 (8)

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