

B2: Into the Guts: Tier 1-2

PIT TRAP CR 1/2

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

Trigger location; **Reset** manual

Effect 15-ft.-deep pit (1d6 falling damage); DC 15 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)

GIANT MAGGOT CR 1/2 N Medium vermin

Init -1; **Senses** darkvision 60 ft.; **Perception** -3, **Speed** 10, **Burrow** 5

AC 9, **touch** 9, **flat-footed** 9 (-1 Dex)

hp 7 (1d8+3)

Fort +5, **Ref** -1, **Will** -3 **Immune** disease, mind-affecting effects

Melee bite +0 (1d6)

Str 10, **Dex** 8, **Con** 16, **Int** —, **Wis** 5, **Cha** 1 **Base Atk** +0; **CMB** +0; **CMD** 9 (can't be tripped)

Regurgitate (Ex) Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a DC 13 Fortitude save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth). The save DC is Constitution-based.

CAVE SCORPION CR 1 N Medium vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4, **Speed** 60, **Climb** 40

AC 12, **touch** 10, **flat-footed** 12 (+2 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +1, **Will** +1 **Immune** mind-affecting effects

Melee 2 claws +2 (1d4), sting +2 (1d4 plus poison, DC12, 1/rnd, 4 rnds, 1d2 str, 1 save

Special Attacks rend (2 claws, 2d4)

Str 11, **Dex** 10, **Con** 13, **Int** —, **Wis** 10, **Cha** 2 **Base Atk** +2; **CMB** +2; **CMD** 12 (24 vs. trip)

Skills Climb +8, **Perception** +4, **Stealth** +0 (+12 in caves);

B2: Into the Guts, Tier 4-5

PIT TRAP CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)

RAT SWARM CR 2 N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; **Perception** +8, **Speed** 15, **climb** 15, **swim** 15

AC 14, **touch** 14, **flat-footed** 12 (+2 Dex, +2 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2 **Defensive Abilities** swarm traits

Melee swarm (1d6 plus disease, distraction DC12) **Space** 10 ft.; **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2 **Base Atk** +2; **CMB** —; **CMD** —

Skills Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10

Disease (Ex) *Filth fever*: Swarm— injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

GIANT ROT GRUB CR 3 N Small vermin

Init +1; **Senses** blindsense 30 ft.; **Perception** +0, **Speed** 20

AC 15, **touch** 12, **flat-footed** 14 (+1 Dex, +3 natural, +1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +1 **Immune** mind-affecting effects

Melee bite +6 (1d6+3 plus poison and grab)

Special Attacks gnaw, grab (Medium)

Str 14, **Dex** 12, **Con** 18, **Int** —, **Wis** 10, **Cha** 1 **Base Atk** +3; **CMB** +4 (+8 grapple); **CMD** 15

Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 5 rounds; *effect* 1d3 Str; *cure* 1 save.

GIANT SCORPION CR 3 N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Speed 50

AC 16, touch 9, flat-footed 16 (+7 armor, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +1 **Immune** mind-affecting effects

Melee 2 claws +6 (1d6+4 plus grab +12), sting +6 (1d6+4 plus poison DC17 1/rnd 6 rnds. 1d2 str, 1 save)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d6+4)

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2 **Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Skills Climb +8, Perception +4, Stealth +0;

CAVE SCORPION CR 1 N Medium vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Speed 60, Climb 40

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +1, **Will** +1 **Immune** mind-affecting effects

Melee 2 claws +2 (1d4), sting +2 (1d4 plus poison, DC12, 1/rnd, 4 rnds, 1d2 str, 1 save)

Special Attacks rend (2 claws, 2d4)

Str 11, **Dex** 10, **Con** 13, **Int** —, **Wis** 10, **Cha** 2 **Base Atk** +2; **CMB** +2; **CMD** 12 (24 vs. trip)

Skills Climb +8, Perception +4, Stealth +0 (+12 in caves);

B3: Whalers Point, Tier 1-2

GELLIUS, CR 1 Human warrior 3 LN Medium humanoid

Init +0; **Senses** Perception +3, Speed 20

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

Melee halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8 **Base Atk** +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2 **Languages** Common

Gear *potions of cure light wounds* (2), half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Morale: Gellius has heard rumors about the sort of Pathfinder agents that might attempt to rescue Olandil, and he is not confident in his team's ability to defeat the PCs. A PC who succeeds at a **DC 15 Sense Motive check** notices that he is afraid of them. If the PCs succeed on an Intimidate check to demoralize him, he orders his fellow mercenaries to be more careful, and starts fighting defensively. If the PCs succeed on a second consecutive check to demoralize him, he suggests that the PCs could compensate him for his time and then he would pretend that he never saw them, and he and the other mercenaries stop combat. If the PCs refuse the offer, he attempts to flee. If both mercenaries are incapacitated or killed, he also attempts to flee. If any of the PCs offers him at least 50 gp worth of trade goods, he agrees to take the trade goods and leave.

2 Minions, Human Rogue 1, AL NE

Init +7; **Senses** Perception +3, Speed 30

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** –1

Melee short sword +3 (1d6+2/19–20) **Ranged** dagger +3 (1d4+2/19–20)

Special Attacks sneak attack +1d6

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12 **Base Atk** +0; **CMB** +2; **CMD** 15

Skills Acrobatics +7, Climb +6, Escape Artist +7, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6, Common

Gear *potions of cure light wounds*, acid (2), smokestick, tanglefoot bag, mw studded leather, daggers (5), short sword, tools

Morale: The mercenaries flee if the PCs incapacitate or kill Gellius, or if Gellius surrenders or flees.

B2: Whalers Point, Tier 4-5

GELLIUS, CR 3 Human fighter 4 LE Medium humanoid

Init +1; **Senses** Perception +3, Speed 20

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear **Defensive Abilities** bravery +1

Melee +1 guisarme +9 (2d4+6/×3 REACH) or sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or javelin +5 (1d6+2)

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12 **Base Atk** +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2., **Languages** Common

Combat Gear *potion of cure light wounds*; **Other Gear** full plate, +1 guisarme, javelin, nets (2), sap

Morale Gellius attempts to flee if three mercenaries are incapacitated or killed. If the any of the PCs offers at least 150 gp worth of trade goods, he agrees to take the trade goods and stop fighting the PCs.

4 Minions, Human Rogue 1, AL NE

Init +7; **Senses** Perception +3, Speed 30

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** –1

Melee short sword +3 (1d6+2/19–20) **Ranged** dagger +3 (1d4+2/19–20)

Special Attacks sneak attack +1d6

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12 **Base Atk** +0; **CMB** +2; **CMD** 15

Skills Acrobatics +7, Climb +6, Escape Artist +7, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6, Common

Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag, mw studded leather, daggers (5), short sword, tools

Morale: The mercenaries flee if the PCs incapacitate or kill Gellius, or if Gellius surrenders or flees.

C2: The Abandoned Tower

2 STRIX TOWER GUARD CR 1 Fighters (airborne ambusher) 2 N Medium humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1, Speed 30, Fly 60

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

hp 17 each (2d10+2)

Fort +3, **Ref** +3, **Will** +1; +2 bonus vs. illusion spells or effects

Melee longspear +5 (1d8+3/×3) or snag net +4 touch (entangle)

Ranged mwk composite longbow +6 (1d8+2/×3)

Special Attacks hatred (+1 to hit humans)

Str 15, **Dex** 16, **Con** 10, **Int** 8, **Wis** 13, **Cha** 10 **Base Atk** +2; **CMB** +4; **CMD** 17

Feats Flyby Attack, Point-Blank Shot, Weapon Focus (longspear)

Skills Fly +7, Intimidate +4, Perception +1 (+3 in dim light or darkness), Stealth +3 (+5 in dim light or darkness), **Languages** Strix

Combat Gear *potion of cure light wounds* (2); **Other Gear** leather armor, longspear, mwk composite longbow (+2 Strength bonus) with 40 arrows, snag net, 23 gp

3 STRIX TOWER GUARDS CR 3 Fighter (airborne ambusher) 4 N Medium humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0, Speed 30, Fly 60

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 each (4d10+8)

Fort +6, **Ref** +5, **Will** +2; +2 bonus vs. illusion spells or effects

Melee mwk longspear +9 (1d8+4/×3) or snag net +7 touch (entangle)

Ranged mwk composite longbow +8 (1d8+3/×3)

Special Attacks hatred (+1 to hit humans)

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 10 **Base Atk** +4; **CMB** +7; **CMD** 20

Feats Flyby Attack, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longspear)

Skills Fly +8, Intimidate +5, Perception +0 (+2 in dim light or darkness), Stealth +3 (+5 in dim light or darkness), **Languages** Strix

Gear mwk chain shirt, mwk composite longbow (+3 Strength bonus) with 40 arrows, mwk longspear, snag net, *cloak of resistance* +1, 13 gp

SNAG NETS

A snag net is a special barbed net covered in slipknots at the end of a 10-foot rope. To attack with a snag net, a strix rolls a ranged touch attack against a target within 10 feet. If the net hits, the target is entangled. As long as the strix holds on to the snag net, the entangled creature cannot move more than 10 feet away from the strix, unless the entangled creature succeeds at an opposed Strength check as a part of its movement to wrench the net from the strix's grasp. An entangled creature can also escape with a DC 22 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A strix can attempt a trip combat maneuver against the entangled creature as a standard action. If the trip maneuver succeeds, the strix may either trip the entangled creature or deal 1 point of piercing damage to the entangled creature. A snag net is a trip weapon.

A snag net cannot be thrown effectively unless it is folded first. The first time a strix throws a snag net in a fight, it makes a normal ranged touch attack roll. After a net is unfolded, the strix takes a –4 penalty on attack rolls with it. It takes 2 rounds for a strix to refold a snag net.

D: Escape from Pezzak, Tier 1-2

ARIXANA CR ½ Female human evoker 1 LE Medium humanoid (human)

Init +6; **Senses** Perception +1, Speed 30

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3

Melee dagger –1 (1d4–1/19–20) **Ranged** light crossbow +2 (1d8/19–20)

Special Attacks intense spells (+1 damage)

Arcane School Spell-Like Abilities (CL 1st; concentration +4/8)

6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 1st; concentration +4)

1st—*burning hands* (DC 14), *grease*, *shocking grasp*, 0—*detect magic*, *light*, *ray of frost*

Str 8, **Dex** 14, **Con** 13, **Int** 17, **Wis** 12, **Cha** 10 **Base Atk** +0; **CMB** –1; **CMD** 11

Skills Acrobatics +3, Knowledge (arcana) +7, Knowledge (local) +7, Spellcraft +7, Swim +0

Languages Common, Elven, Gnome, Infernal

SQ arcane bond (*wand of mage armor* [10 charges])

Combat Gear *potion of cure light wounds* (2), *scroll of floating disk*, *scroll of mount*, *scroll of obscuring mist*, *wand of mage armor* (10 charges), acid, dagger, light crossbow with 10 bolts, scroll case, spell component pouch, spellbook (contains all prepared spells plus *expeditious retreat*, *mage armor*, and *magic missile*), sunrod (2), trade goods worth 33 gp

SHIPMATE CR ½ Human expert 1/warrior 1 LE Medium humanoid

Init +1; **Senses** Perception +4, Speed 30

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 11 (2 HD; 1d8+1d10+2)

Fort +3, **Ref** +1, **Will** +2

Melee scimitar +2 (1d6+1/18–20) or dagger +2 (1d4+1/19–20)

Ranged composite longbow +2 (1d8+1/×3)

Str 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9 **Base Atk** +1; **CMB** +2; **CMD** 14

Skills Acrobatics +5, Climb +5, Perception +4, Swim +5 **Languages** Common

Gear mw studded leather, daggers (2), composite longbow (+1 Str) with 20 arrows, scimitar

LESSER INCUTILIS CR 1 Variant incutilis LE Tiny aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Speed 5, Climb 5, Swim 60

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 13 (3d8)

Fort +1, **Ref** +3, **Will** +4

Melee 2 tentacles +1 (1d2+2 plus grab) **Space** 2-1/2 ft.; **Reach** 0 ft.

Str 14, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8 **Base Atk** +2; **CMB** +2; **CMD** 14

Feats Improved Initiative, Step Up

Skills Bluff +2, Climb +10, Disguise +2, Perception +7, Stealth +16, Swim +16

Languages Aklo, Aquan; telepathy 30 ft.

Lesser Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. A victim who fails a DC 12 Fortitude save becomes a zombie-like puppet under the incutilis's control. A creature that succeeds on this saving throw is unaffected. The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

LESSER INCUTILIS'S PUPPET CR 1/2 Variant human zombie N Medium humanoid (human)

Init +0; **Senses** darkvision 60 ft.; Perception +0, Speed 30

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3 **DR** 5/slashing

Melee slam +4 (1d6+4)

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10 **Base Atk** +1; **CMB** +4; **CMD** 14

SQ staggered

D: Escape from Pezzak, Tier 4-5

ARIXANA, Female Human Evoker 6, CR 5 LE Medium humanoid

Init +6; **Senses** Perception +6, Speed 30, Fly 60

AC 16, touch 12, flat-footed 14 (+4 *mage armor*, +2 Dex)

hp 33 (6d6+12)

Fort +5, **Ref** +4, **Will** +5

Melee dagger +2 (1d4–1/19–20) or *wand of shocking grasp* +2 touch (1d6 electricity)

Ranged dagger +5 (1d4–1/19–20)

Special Attacks intense spells +3

Arcane School Spell-Like Abilities (CL 6th; concentration +9/13)

6/day—force missile (1d4+3)

Wizard Spells Prepared (CL 6th; concentration +9)

3rd—*dispel magic*, *fly*, *haste*, *fireball* (2) (DC 17)

2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)

1st—*burning hands* (DC 15), *color spray* (DC 14), *expeditious retreat*, *mage armor*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *light*, *message*

PRE BUFFS: FLY, INVISIBILITY, MIRROR IMAGE

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13 **Base Atk** +3; **CMB** +2; **CMD** 17

Feats Combat Casting

Skills Fly +11, Knowledge (arcana) +12, Perception +6, Spellcraft +12,

Languages Common, Draconic, Elven, Giant **SQ** arcane bond (wand)

Combat Gear *scrolls of fly* (2), *invisibility* (2), *minor image* (2), *wand of magic missile* (CL 5, 50 charges, arcane bond item), *wand of shocking grasp* (50 charges), tanglefoot bags (3);

Other Gear daggers (2), 20 gp

2 STREET THUGS CR 1 Human fighter 1/rogue 1 LE Medium humanoid

Init +2; **Senses** Perception +5, Speed 30

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

hp 16 (2 HD; 1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

Melee quarterstaff +4 (1d6+3) or quarterstaff +2/+2 (1d6+3/1d6+1) or dagger +4 (1d4+3/19–20) or sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12 **Base Atk** +1; **CMB** +4; **CMD** 16

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7, **Languages** Common

Gear masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

INCUTILIS CR 2 LE Tiny aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +8, Speed 5, climb 5, swim 60

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +5

Melee 2 tentacles +2 (1d4+2 plus grab) **Space** 2-1/2 ft.; **Reach** 0 ft.

Str 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8 **Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative, Step Up

Skills Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17 **Languages** Aklo, Aquan; telepathy 30 ft.

SQ amphibious

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

INCUTILIS'S PUPPET CR 1/2 Variant human zombie N Medium humanoid (human)

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

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3 **DR** 5/slashing

Melee slam +4 (1d6+4)

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10 **Base Atk** +1; **CMB** +4; **CMD** 14

SQ staggered

OLANDIL CR 5 Male human investigator 5/Pathfinder chronicler 1 CG Medium humanoid
Init +2; **Senses** Perception +8, Speed 30

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 41 (6d8+11)

Fort +3, **Ref** +8, **Will** +5; +4 bonus vs. poison

Defensive Abilities trap sense +1; **Resist** poison

Melee +1 *rapier* +6 (1d6+1/18–20) **Ranged** shortbow +5 (1d6/×3)

Special Attacks studied combat (+2, 4 rounds), studied strike +1d6

Investigator Extracts Prepared (CL 5th; concentration +9)

2nd—*barkskin, cure moderate wounds, invisibility*

1st—*disguise self, expeditious retreat, heightened awareness, shield* (2)

Before Combat Olandil distributes his extracts to his allies. Because he has the infusion discovery, anyone can drink his extracts and gain their benefits. Olandil's deep pockets ability allows him to retrieve useful odds and ends weighing less than 10 pounds from his backpack each day, to a maximum value of 100 gp. If the PCs ask for any equipment that is not already listed in his statblock, he uses this ability to produce it.

During Combat Olandil flanks with his allies. He uses his effortless aid talent to aid another as a move action whenever he can.

Morale Olandil allows his allies to determine if surrender is an option. If the PCs surrender, Olandil surrenders as well. Otherwise, he fights to the death to protect them.

Str 10, **Dex** 14, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12 **Base Atk** +3; **CMB** +3; **CMD** 15

Feats Combat Reflexes, Extra Investigator Talent, Weapon Finesse

Skills Acrobatics +7, Appraise +8, Bluff +5, Craft (alchemy) +13 (+18 to create alchemical items), Diplomacy +8, Disguise +10, Heal +5, Knowledge (all) +9, Linguistics +14, Perception +8, Perform (oratory) +9, Profession (scribe) +9, Sense Motive +8, Stealth +5, Use Magic Device +10 (+11 for scrolls and other written magical items); **Racial Modifiers** master scribe

Languages Azlanti, Celestial, Common, Dwarven, Elven, Infernal, Kelish, Osiriani, Skald, Thassilonian, Tien, Varisian

SQ alchemy (alchemy crafting +5), bardic knowledge +1, deep pockets, inspiration (6/day), investigator talents (effortless aid, infusion, quick disguise, sapping offensive), keen recollection, poison lore, swift alchemy, trapfinding +2

Combat Gear *oil of daylight, potion of cure light wounds* (3), *scroll of remove fear* (CL 4th), alchemist's fire (2), blue whinnis (2), healer's kit; **Other Gear** mwk chain shirt, +1 *rapier*, shortbow, 20 bolts, *cloak of resistance* +1, *rod of influence*, backpack, formula book containing all prepared extracts, trade goods worth 95 gp