### Act 1, Scene 1: The Old Watch Station (CR 4)

This small dog has a rough coat and a hungry look in its dark brown eyes.

Bonebag CR ⅓

Male dog (Pathfinder RPG Bestiary 87)

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +8

Defense

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

**hp** 6 (1d8+2)

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

Offense

**Speed** 40 ft.

**Melee** bite +2 (1d4+1)

Statistics

**Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +1 (+9 to jump), Perception +8, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Special Abilities

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

Creeley Greeves CR 3

Male human fighter 4

LE Medium humanoid (human)

**Init** +5; Senses Perception +5

Defense

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 34 (4d10+8)

**Fort** +6, **Ref** +2, **Will** +4 (+1 vs. fear)

Offense

**Speed** 30 ft.

**Melee** mwk greataxe +10 (1d12+8/×3)

**Ranged** mwk throwing axe +6 (1d6+4)

Tactics

**Before Combat** If Greeves overhears combat elsewhere in the building but isn’t directly involved, he takes 2 rounds to drink his potion of blur and potion of bull’s strength before going to investigate.

**During Combat** Greeves tries to quell any opposition using Power Attack every round, employing Cleave whenever possible.

**Morale** Greeves flees or surrenders if his Furies fall and he has not felled at least as many PCs.

Statistics

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base** **Atk** +4; **CMB** +8; **CMD** 19

**Feats** Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Bluff +3, Intimidate +6, Perception +5, Sense Motive +5

**Languages** Common

**SQ** armor training 1

**Combat Gear** *potion of blur*, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** mwk breastplate, mwk greataxe, mwk throwing axe

Special Abilities

**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.

**Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

Furies (2) CR ⅓

Female human warrior 1

LE Medium humanoid (human)

**Init** +1; **Senses** Perception +1

Defense

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

**hp** 7 (1d10+2)

**Fort** +3, **Ref** +1, **Will** +0

Offense

**Speed** 30 ft.

**Melee** longsword +3 (1d8+1/19-20)

Tactics

**During Combat** The Furies work as a team, flanking as much as possible to deal as much Precise Strike damage as they can, and working to prevent Greeves from being overwhelmed. If their attacks are ineffective, they instead try to flank and use aid another to help Greeves hit.

**Morale** If Greeves falls, the Furies surrender. If brought below 5 hit points, the Furies attempt to flee.

Statistics

**Str** 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

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

**Feats** Precise StrikeAPG, Weapon Focus (longsword)

**Skills** Intimidate +3, Perception +1

**Languages** Common

**Other Gear** chain shirt, buckler, longsword

Special Abilities

**Precise Strike** +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

### Act 2: Scene 2a: Boulder Dash (CR 5)

Boulder Trap CR 2

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

Effects

**Trigger** location (Medium creature on the broken grate) or manual; **Reset** manual

**Effect** boulder (3d6 damage and knocked into sewer channel, DC 15 Reflex save for half damage; a creature that makes its save avoids being knocked into the water); multiple targets (all targets in 10-foot-wide corridor, moves 50 feet first round, 30 feet each additional round for 2 more rounds)

Chute Trap CR 1

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

Effects

**Trigger** location; **Reset** manual

**Effect** 20-ft.-deep chute (1d6 falling damage, characters are deposited in the drainage room [area 2b]); DC 20 Reflex avoids; single target

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

Kobold Scouts (2) CR 1

Male kobold ranger 2 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

Defense

**AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

**hp** 19 (2d10+4)

**Fort** +4, **Ref** +6, **Will** +1

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** short sword +2 (1d4-1/19-20)

**Ranged** light crossbow +4 (1d6/19-20)

**Special** **Attacks** combat style (crossbowAPG), favored enemy (humans +2)

Tactics

**During Combat** The scouts attempt to pin down as many opponents as they can with their *tangle bolts* *(+1* *seeking bolts* that entangle the target on a hit, in addition to the bolt damage, as if it had been hit by a tanglefoot bag), then use Deadly Aim to deal maximum damage to entangled targets. One scout mans the trap trigger at all times.

**Morale** The scouts only stay long enough to lure as many PCs as they can into the path of the boulder. They flee to the drainage room (area 2b), where they can continue the fight with an ally.

Statistics

**Str** 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +0; **CMD** 13

**Feats** Deadly Aim, Precise Shot

**Skills** Acrobatics +4, Craft (traps) +6, Disable Device +4, Knowledge (dungeoneering) +4, Perception +8, Stealth +11, Survival +6; **Racial Modifiers** +2 Craft (traps), +2 Perception

**Languages** Draconic

**SQ** crafty, track +1, wild empathy +1

**Combat Gear** *potion of cure light wounds* (2); **Other Gear** studded leather, light crossbow with 20 bolts and 2 tangle bolt, short sword, masterwork trapmaking tools, thieves' tools

Special Abilities

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Deadly Aim -1/+2** Trade a penalty to ranged attacks for a bonus to ranged damage.

**Favored Enemy (Humans +2) (Ex)** +2 to rolls vs. Favored Enemy (Humans) foes.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Precise Shot** You don't get -4 to hit when shooting or throwing into melee.

**Track +1** Add the listed bonus to survival checks made to track.

**Wild Empathy +1 (Ex)** Improve the attitude of an animal, as if using Diplomacy.

### Act 2, Scene 2b: Drainage Room (CR 4)

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

Gurva CR 4

Male otyugh (Pathfinder RPG Bestiary 223)

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

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Acrobatics +0 (-4 to jump), Perception +9, Sense Motive +3, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

**Languages** Common

Special Abilities

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

**Grab: Tentacle (Large) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

### Act 2, Scene 2d Yippitok’s Shop (CR 5)

Yippitok CR 5

Kobold alchemist 6 (Pathfinder RPG Advanced Player's Guide 26, Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +9; **Senses** darkvision 60 ft.; Perception +11

Defense

**AC** 25, touch 15, flat-footed 21 (+3 armor, +3 Dex, +1 dodge, +3 natural, +4 shield, +1 size)

**hp** 53 (6d8+23)

**Fort** +6, **Ref** +11, **Will** +3; +4 bonus vs. poison

**Weaknesses** light sensitivity

Offense

**Speed** 60 ft. (50 ft. in armor), climb 20 ft.

**Melee** dagger +3 (1d3-2/19-20)

**Ranged** bomb +11 (3d6+3 Fire) or

**Ranged** frost bomb +11 (3d6+3 Cold) or

**Ranged** smoke bomb +11 () or

**Ranged** stink bomb +11 ()

**Special Attacks** bomb 9/day (3d6+3 fire, DC 16)

**Alchemist Extracts Prepared** (CL 6th; concentration +9)

**2nd**—*cure moderate wounds*, *false life*, *invisibility*, *spider* *climb*

**1st**—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *shield*, *true strike*

Tactics

**Before Combat** If the PCs set off the doorbell alarm in area 2c, Yippitok drinks his *mutagen* and an *extract of false* *life*. Both of these are included in his stats. If he has additional time, he drinks one extract per round to increase his chances of surviving the impending invasion of his lab, beginning with *expeditious retreat*, then *spider climb*, *invisibility*, and *shield*.

**During Combat** If a group of at least 3 PCs are huddled together, Tok uses his stink bomb against them, especially if there are spellcasters or archers among them. If his enemies spread out, he switches to frost bombs to slow them down and prevent full attacks.

**Morale** When reduced below 15 hit points, Tok drinks his *extract of cure* *moderate wounds* and attempts to flee into the theater to warn his father and brother of the impending attack.

**Base Statistics** Without his mutagen in effect, Tok has the following statistics: **AC** 19, touch 15, flat-footed 15; **Ref** +9, **Will** +4; **Dex** 16, **Wis** 12; Acrobatics +9, Disable Device +12, Perception +12, Stealth +16

Statistics

**Str** 6, **Dex** 20, **Con** 11, **Int** 16, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +1; **CMD** 17

**Feats** Brew Potion, Dodge, Improved Initiative, Throw Anything, Toughness

**Skills** Acrobatics +8 (+16 to jump), Climb +3, Craft (alchemy) +12 (+18 to create alchemical items), Craft (traps) +14, Disable Device +13, Perception +11, Spellcraft +12, Stealth +35 (+55 when immobile); **Racial Modifiers** +2 Craft (traps), +2 Perception

**Languages** Common, Draconic, Dwarven, Gnome

**SQ** alchemy (alchemy crafting +6), crafty, discoveries (frost bomb, smoke bomb, stink bomb), mutagen (+4/-2, +2 natural armor, 60 minutes), poison use, swift alchemy

**Combat Gear** mutagenAPG, *potion of neutralize poison*, *potion of remove disease*; **Other Gear** mwk studded leather, dagger, *cloak of resistance +1*, alchemist starting formula book, masterwork thieves' tools, masterwork trapmaking tools, 40 gp

Special Abilities

**Alchemy +6 (Su)** +6 to Craft (Alchemy) to create alchemical items, can Id potions by touch.

**Bomb 3d6+3 (9/day, DC 16) (Su)** Thrown Splash Weapon deals 3d6+3 fire damage.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Frost Bomb (Su)** When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Mutagen (DC 16) (Su)** Mutagen adds +4 to a physical & -2 to a mental attribute, and +2 nat. armor for 60 minutes.

**Poison** Use You do not risk poisoning yourself accidentally while poisoning a weapon.

**Smoke Bomb (6 rds) (Su)** Thick smoke fills twice the splash radius, obscuring sight beyond 5 ft. as *fog cloud*.

**Stink Bomb (6 rds) (Su)** Smoke bombs also nauseate living in area for d4+1 rds after leave, as *stinking cloud*.

**Swift Alchemy (Ex)** You can construct alchemical items in half the normal time.

**Throw Anything** Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Additional Details

**Bombs** Yippitok can vary the nature of his bombs in the following manner: A frost bomb deals cold damage instead of fire damage; creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed at a DC 16 Fortitude save. A smoke bomb deals no damage, but instead creates a cloud of thick smoke when it detonates; the cloud functions as a fog cloud, filling an area equal to twice the bomb’s splash radius for 6 rounds. A stink bomb functions as a smoke bomb, but has the effects of stinking cloud in place of fog cloud and lasts for 1 round. Only one variant bomb type may be used on any single bomb.

### Act 3: The Sewer Dragon’s Lair (CR 5)

Kibizax CR 5

Old kobold sorcerer 6 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +5; **Senses** darkvision 60 ft.; Perception +11

Defense

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

**hp** 37 (6d6+14)

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

**DR** 10/adamantine (70 points); **Resist** electricity 5

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** 2 claws +1 (1d3-3)

**Ranged** sling +5 (1d3-3)

**Special Attacks** claws (2, 1d3, treated as magic weapons, 7 rounds/day)

**Sorcerer Spells Known** (CL 6th; concentration +10)

**3rd (4/day)**—*lightning bolt* (DC 17)

**2nd (6/day)**—*invisibility*, *minor image* (DC 16), *resist* *energy*, *scorching ray*

**1st (7/day)**—*mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*, *silent image* (DC 15)

**0 (at will)**—*acid splash*, *daze* (DC 14), *detect magic*, *ghost* *sound* (DC 14), *message*, *prestidigitation*, *read magic*

**Bloodline** Draconic

Tactics

**Before Combat** By the time the PCs reach the throne room, Kibizax is almost certainly alerted to their presence (either from his *alarm* spell in area 2c or from the sound of fighting with Yippitok) and has *false life*, *mage armor*, and *stoneskin* active when they arrive (included in stat block).

**During Combat** When combat starts, Kibizax stops concentrating on the dragon illusion (it remains an additional 2 rounds) and casts *lightning bolt*, hoping to get as many PCs in the aisle as possible. Then he hides behind his throne and casts *invisibility*. Kibizax focuses on disorienting and misleading his enemies, using *invisibility*, *obscuring mist*, and illusions of himself to disorient and misdirect enemies as much as possible. Kibizax uses his *lightning bolt* whenever he can get two or three enemies in its arc. Otherwise, he tries to pick off targets with *scorching ray* and *magic missile*. Above all, Kibizax plays to the kobold audience in the balconies, as he knows this is his last performance and wants to go out in style and in a way that encourages them to push for his successor to continue the war with the Pathfinder Society.

**Morale** Kibizax fights to the death.

**Base Statistics** Without the benefit of precasting any spells, Kibizax has the following statistics: **AC** 14, touch 13; **hp** 29.

Statistics

**Str** 5, **Dex** 12, **Con** 9, **Int** 12, **Wis** 10, **Cha** 18

**Base Atk** +3; **CMB** -1; **CMD** 10

**Feats** Eschew Materials, Expanded ArcanaAPG, Improved Initiative, Toughness

**Skills** Intimidate +13, Perception +11, Spellcraft +10; **Racial** **Modifiers** +2 Perception

**Languages** Common, Draconic

**SQ** bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), crafty

**Combat Gear** *potion of cure light wounds*, *scroll of* *stoneskin*, *wand of false life* (7 charges); **Other Gear** sling with 10 sling bullets, 20 gp

Special Abilities

**Bloodline Arcana: Draconic (Ex)** +1 damage per die for [Electricity] spells.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Magic Claws (7 rounds/day) (Ex)** As a free action, gain 2 claw attacks.

### Act 1, Scene 1: The Old Watch Station (CR 7)

This small dog has a rough coat and a hungry look in its dark brown eyes.

Bonebag CR 1

Male riding dog (Pathfinder RPG Bestiary 87)

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

Defense

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 13 (2d8+4)

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

Offense

**Speed** 40 ft.

**Melee** bite +3 (1d6+3)

Statistics

**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6 (+18 to jump), Perception +8, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Special Abilities

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

Creeley Greeves CR 5

Male human fighter 6

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +9

Defense

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 49 (6d10+12)

**Fort** +10, **Ref** +6, **Will** +8 (+2 vs. fear)

**Defensive** **Abilities** concealment (20% miss chance)

Offense

**Speed** 30 ft.

**Melee** mwk greataxe +15/+10 (1d12+9/×3) or

**Melee** unarmed strike +12/+7 (1d3+4)

**Ranged** mwk throwing axe +11 (1d6+5)

**Special** **Attacks** weapon training (axes +1)

Tactics

**Before Combat** If Greeves overhears combat elsewhere in the building but isn’t directly involved, he takes 2 rounds to drink his *potion of blur* and *potion of heroism* before going to investigate.

**During Combat** Greeves tries to quell any opposition using Power Attack every round, employing Cleave whenever possible. Failing that, Greeves prefers Vital Strike to iterative attacks.

**Morale** If brought below 20 hit points, Greeves backs off and drinks his *potion of invisibility*, then decides whether to take a few more rounds to quaff the rest of his potions before rejoining his Furies or fleeing.

Statistics

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +6; **CMB** +12; **CMD** 21

**Feats** Cleave, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Acrobatics +1, Appraise +2, Bluff +7, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +3, Intimidate +10, Perception +9, Ride +1, Sense Motive +9, Stealth +1, Survival +3, Swim +4

**Languages** Common

**SQ** armor training 1

**Combat Gear** *potion of bear's endurance*, *potion of blur*, *potion of cure moderate* *wounds*, *potion of heroism*, *potion of invisibility*; **Other** **Gear** mwk breastplate, mwk greataxe, mwk throwing axe (2), *cloak of resistance +1*

Special Abilities

**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.

**Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

**Deflect Arrows (1/round)** While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon).

**Improved Unarmed Strike** Unarmed strikes don't cause attacks of opportunity, and can be lethal.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Vital Strike** Standard action: x2 weapon damage dice.

**Weapon Training (Axes) +1 (Ex)** +1 Attack, Damage, CMB, CMD with Axes

Furies (2) CR 2

Female human warrior 4

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +4

Defense

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

**hp** 30 (4d10+4)

**Fort** +5, **Ref** +2, **Will** +1

Offense

**Speed** 30 ft.

**Melee** mwk longsword +8 (1d8+2/19-20)

Tactics

**During Combat** The Furies work as a team, flanking as much as possible to deal as much Precise Strike damage as they can, and working to prevent Greeves from being overwhelmed. If their attacks are ineffective, they instead try to flank and use aid another to help Greeves hit.

**Morale** If Greeves falls, the Furies surrender. If brought below 10 hit points, the Furies attempt to flee.

Statistics

**Str** 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Precise StrikeAPG, Weapon Focus (longsword)

**Skills** Climb +6, Intimidate +6, Perception +4, Swim +6

**Languages** Common

**Combat Gear** *potion of cure light wounds*; **Other Gear** mwk chain shirt, mwk light steel shield, mwk longsword

Special Abilities

**Precise Strike** +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

### Act 2: Scene 2a: Boulder Dash (CR 8)

Boulder Trap CR 4

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

Effects

**Trigger** location (Medium creature on the broken grate) or manual; **Reset** manual

**Effect** boulder (3d6 damage and knocked into sewer channel, DC 20 Reflex save for half damage; a creature that makes its save avoids being knocked into the water); multiple targets (all targets in 10-foot-wide corridor, moves 50 feet first round, 30 feet each additional round for 2 more rounds)

Chute Traps (3) CR 1

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

Effects

**Trigger** location; **Reset** manual

**Effect** 20-ft.-deep chute (1d6 falling damage, characters are deposited in the drainage room [area 2b]); DC 20 Reflex avoids; single target

CMB, CMD with Crossbows

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

Kobold Scouts (3) CR 3

Male kobold ranger 4 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perception +8

Defense

**AC** 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 natural, +1 size)

**hp** 34 (4d10+8)

**Fort** +5, **Ref** +8, **Will** +2

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** mwk short sword +5 (1d4-1/19-20)

**Ranged** mwk light crossbow +10 (1d6/19-20)

**Special Attacks** combat style (crossbowAPG), favored enemy (humans +2)

**Ranger Spells Prepared** (CL 1st; concentration +2)

**1st**—*alarm*

Tactics

**During Combat** The scouts attempt to pin down as many opponents as they can with their *tangle bolts* (*+1* *seeking bolts* that entangle the target on a hit, in addition to the bolt damage, as if it had been hit by a tanglefoot bag), then use Deadly Aim to deal maximum damage to entangled targets. One scout mans the trap trigger at all times.

**Morale** The scouts only stay long enough to lure as many PCs as they can into the path of the boulder. They flee to the drainage room (area 2b), where they can continue the fight with an ally.

Statistics

**Str** 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +2; **CMD** 16

**Feats** Deadly Aim, Endurance, Precise Shot, Rapid Reload

**Skills** Acrobatics +7, Craft (traps) +7, Disable Device +7, Knowledge (dungeoneering) +4, Perception +8, Stealth +12, Survival +6; **Racial Modifiers** +2 Craft (traps), +2 Perception

**Languages** Draconic

**SQ** crafty, favored terrain (underground +2), hunter's bond (constrictor snake named Sewer Snakes [3]), track +2, wild empathy +3

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** studded leather, *tangle bolt*APG (2), crossbow bolts (20), mwk light crossbow, mwk short sword, masterwork trapmaking tools, thieves' tools

Special Abilities

**Animal Companion Link (Ex)** Handle or push Animal Companion faster, +4 to checks vs. them.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Deadly Aim -2/+4** Trade a penalty to ranged attacks for a bonus to ranged damage.

**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

**Favored Enemy (Humans +2) (Ex)** +2 to rolls vs. Favored Enemy (Humans) foes.

**Favored Terrain (Underground +2) (Ex)** +2 to rolls when in Favored Terrain (Underground).

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Precise Shot** You don't get -4 to hit when shooting or throwing into melee.

**Rapid Reload (Light crossbow)** You can reload fast with one type of Crossbow or Firearm.

**Share** **Spells with Companion (Ex)** Can cast spells with a target of "you" on animal companion, as touch spells.

**Track +2** Add the listed bonus to survival checks made to track.

**Wild Empathy +3 (Ex)** Improve the attitude of an animal, as if using Diplomacy.

Sewer Snakes (3)

Constrictor snake

N Medium animal

**Init** +3; **Senses** low-light vision, scent; Perception +5

Defense

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

**hp** 11 (2d8+2)

**Fort** +4, Ref +6, Will +1

Offense

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

**Melee** bite +4 (1d3+3 plus grab)

Statistics

**Str** 15, **Dex** 17, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

**Feats** Weapon Focus (bite)

**Skills** Acrobatics +3 (-1 to jump), Climb +10, Perception +5, Swim +14

Special Abilities

**Grab: Bite (Medium) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

### Act 2, Scene 2b: Drainage Room (CR 7)

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

Gurva & Grlak CR 5

Male advanced otyugh (Pathfinder RPG Bestiary 223, 288)

N Large aberration

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +14

Defense

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 51 (6d8+24)

**Fort** +5, **Ref** +4, **Will** +8

**Immune** disease

Offense

**Speed** 20 ft.

**Melee** bite +9 (1d8+6 plus disease), 2 tentacles +5 (1d6+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d6+3)

Tactics

**During Combat** If they feel they have a clear advantage in combat, Gurva and Grlak prefer to toy with their food, using nonlethal damage to subdue a potential snack for later fun. This game quickly ends if either of them is reduced below half their normal hit points.

Statistics

**Str** 22, **Dex** 14, **Con** 17, **Int** 9, **Wis** 17, **Cha** 10

**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Acrobatics +2 (-2 to jump), Intimidate +9, Perception +14, Sense Motive +8, Stealth +4 (+12 in lair); **Racial** **Modifiers** +8 Stealth in lair

**Languages** Common

Special Abilities

**Disease (DC 16) (Ex)** *Filth Fever*: Bite—injury; save Fort DC 16; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con; cure 2 consecutive saves. The save DC is Constitution-based.

**Grab: Tentacle (Large) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

### Act 2, Scene 2d Yippitok’s Shop (CR 8)

Yippitok CR 5

Kobold alchemist 6 (Pathfinder RPG Advanced Player's Guide 26, Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +9; **Senses** darkvision 60 ft.; Perception +11

Defense

**AC** 25, touch 15, flat-footed 21 (+3 armor, +3 Dex, +1 dodge, +3 natural, +4 shield, +1 size)

**hp** 53 (6d8+23)

**Fort** +6, **Ref** +11, **Will** +3; +4 bonus vs. poison

**Weaknesses** light sensitivity

Offense

**Speed** 60 ft. (50 ft. in armor), climb 20 ft.

**Melee** dagger +3 (1d3-2/19-20)

**Ranged** bomb +11 (3d6+3 Fire) or

**Ranged** frost bomb +11 (3d6+3 Cold) or

**Ranged** smoke bomb +11 () or

**Ranged** stink bomb +11 ()

**Special** **Attacks** bomb 9/day (3d6+3 fire, DC 16)

**Alchemist Extracts Prepared** (CL 6th; concentration +9)

**2nd**—*cure moderate wounds*, *false* *life*†, *invisibility*†, *spider* *climb*†

**1st**—*comprehend languages*, *cure light wounds*, *expeditious retreat*†, *shield*†, *true strike*

† already used

Tactics

**Before Combat** If the PCs set off the doorbell alarm in area 2c, Yippitok drinks his mutagen and an *extract of false* *life*. Both of these are included in his stats. If he has additional time, he drinks one extract per round to increase his chances of surviving the impending invasion of his lab, beginning with *expeditious retreat*, then *spider climb*, *invisibility*, and *shield*.

**During Combat** If a group of at least 3 PCs are huddled together, Tok uses his stink bomb against them, especially if there are spellcasters or archers among them. If his enemies spread out, he switches to frost bombs to slow them down and prevent full attacks.

**Morale** When reduced below 15 hit points, Tok drinks his *extract of* *cure moderate wounds* and attempts to flee into the theater to warn his father and brother of the impending attack.

**Base Statistics** Without his mutagen in effect, Tok has the following statistics: **AC** 19, touch 15, flat-footed 15; **Ref** +9, **Will** +4; **Dex** 16, **Wis** 12; Acrobatics +9, Disable Device +12, Perception +12, Stealth +16

Statistics

**Str** 6, **Dex** 20, **Con** 11, **Int** 16, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +1; **CMD** 17

**Feats** Brew Potion, Dodge, Improved Initiative, Throw Anything, Toughness

**Skills** Acrobatics +8 (+16 to jump), Climb +3, Craft (alchemy) +12 (+18 to create alchemical items), Craft (traps) +14, Disable Device +13, Perception +11, Spellcraft +12, Stealth +35 (+55 when immobile); **Racial** **Modifiers** +2 Craft (traps), +2 Perception

**Languages** Common, Draconic, Dwarven, Gnome

**SQ** alchemy (alchemy crafting +6), crafty, discoveries (frost bomb, smoke bomb, stink bomb), mutagen (+4/-2, +2 natural armor, 60 minutes), poison use, swift alchemy

**Combat Gear** mutagenAPG, *potion of neutralize poison*, *potion of remove disease*; **Other Gear** mwk studded leather, dagger, *cloak of resistance +1*, alchemist starting formula book, masterwork thieves' tools, masterwork trapmaking tools, 40 gp

Special Abilities

**Alchemy +6 (Su)** +6 to Craft (Alchemy) to create alchemical items, can Id potions by touch.

**Bomb 3d6+3 (9/day, DC 16) (Su)** Thrown Splash Weapon deals 3d6+3 fire damage.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Frost Bomb (Su)** When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Mutagen (DC 16) (Su)** Mutagen adds +4 to a physical & -2 to a mental attribute, and +2 nat. armor for 60 minutes.

**Poison** Use You do not risk poisoning yourself accidentally while poisoning a weapon.

**Smoke Bomb (6 rds) (Su)** When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog* *cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

**Stink Bomb (6 rds) (Su)** The effects of the smoke created by an alchemist's bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round. An alchemist must possess the smoke bomb discovery before selecting this discovery.

**Swift Alchemy (Ex)** You can construct alchemical items in half the normal time.

**Throw Anything** Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Additional Details

**Bombs** Yippitok can vary the nature of his bombs in the following manner: A frost bomb deals cold damage instead of fire damage; creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed at a DC 16 Fortitude save. A smoke bomb deals no damage, but instead creates a cloud of thick smoke when it detonates; the cloud functions as a fog cloud, filling an area equal to twice the bomb’s splash radius for 6 rounds. A stink bomb functions as a smoke bomb, but has the effects of stinking cloud in place of fog cloud and lasts for 1 round. Only one variant bomb type may be used on any single bomb.

Tok's Assistants CR 4

Male kobold alchemist 2/ranger 3 (Pathfinder RPG Advanced Player's Guide 26, Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

Defense

**AC** 20, touch 13, flat-footed 18 (+4 armor, +2 Dex, +3 natural, +1 size)

**hp** 38 (5 HD; 2d8+3d10+8)

**Fort** +7, **Ref** +8, **Will** +3; +2 bonus vs. poison

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** short sword +8 (1d4+3/19-20) or

**Melee** bite +3 (1d6+1), 2 claws +3 (1d4+1)

**Ranged** bomb +8 (1d6 Fire) or

**Ranged** mwk light crossbow +9 (1d6/19-20)

**Special Attacks** bomb 2/day (1d6 fire, DC 11), combat style (crossbowAPG), favored enemy (humans +2)

**Alchemist Extracts Prepared** (CL 2nd; concentration +2)

**1st** —*cure light wounds*, *endure elements*, *true strike*

Tactics

**Before Combat** If alerted to the PCs’ approach, the assistants drink their mutagens and then apply their poison to each claw and their first crossbow bolt (included in their stats). If they have additional time, they drink their *potions of bear’s endurance*.

**During Combat** The assistants try to guard the stairs as long as Yippitok is in the loft. If Tok leaves the loft using *spider climb* or exits through the bay windows, the assistants try to flank a single opponent to do as much poison damage on a single character as possible.

**Morale** These are Yippitok’s apprentices and they guard him with their lives. If Tok drops or flees, the assistants surrender once they’ve been reduced below 10 hit points each.

**Base Statistics** When not under the effects of their mutagens, Tok’s assistants have the following statistics: **AC** 18, touch 13, flat-footed 16; **Melee** short sword +6 (1d4+1/19–20); **Str** 12, **Int** 13; Climb +6, Craft (alchemy) +6, Craft (trapmaking) +9, Intimidate +5, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Spellcraft +

Statistics

**Str** 16, **Dex** 14, **Con** 12, **Int** 11, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 18

**Feats** Brew Potion, Endurance, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything, Weapon Focus (light crossbow)

**Skills** Climb +7, Craft (alchemy) +4 (+6 to create alchemical items), Craft (traps) +8, Disable Device +5, Heal +6, Intimidate +7, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Perception +8, Spellcraft +5, Stealth +9, Survival +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

**Languages** Common, Draconic

**SQ** alchemy (alchemy crafting +2), crafty, discovery (feral mutagen), favored terrain (underground +2), mutagen (+4/-2, +2 natural armor, 20 minutes), poison use, track +1, wild empathy +2

**Combat Gear** mutagen (feral)APG, *potion of bear's* *endurance*, *potion of cure light wounds* (2), giant wasp poison[[1]](#footnote-1) (3); **Other Gear** mwk chain shirt, crossbow bolts (20), mwk light crossbow, short sword, alchemist starting formula book, masterwork trapmaking tools, thieves' tools, 80 gp

Special Abilities

**Alchemy +2 (Su)** +2 to Craft (Alchemy) to create alchemical items, can Id potions by touch.

**Bomb 1d6 (2/day, DC 11) (Su)** Thrown Splash Weapon deals 1d6+0 fire damage.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

**Favored Enemy (Humans +2) (Ex)** +2 to rolls vs. Favored Enemy (Humans) foes.

**Favored Terrain (Underground +2) (Ex)** +2 to rolls when in Favored Terrain (Underground).

**Feral Mutagen (Su)** Mutagens grant claw and bite attacks, and a bonus to intimidate.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Mutagen (DC 11) (Su)** Mutagen adds +4 to a physical & -2 to a mental attribute, and +2 nat. armor for 20 minutes.

**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.

**Poison Use** You do not risk poisoning yourself accidentally while poisoning a weapon.

**Precise Shot** You don't get -4 to hit when shooting or throwing into melee.

**Throw Anything** Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

**Track +1** Add the listed bonus to survival checks made to track.

**Wild Empathy +2 (Ex)** Improve the attitude of an animal, as if using Diplomacy.

Collapsing Stairs Trap CR 1

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

Effects

**Trigger** location (Medium creature on the stairs); Reset manual

**Effect** fall off stairs (1d6 falling damage, 1d6 acid damage from landing in alchemical supplies); DC 20 Reflex avoids; multiple targets (all targets on the stairway)

### Act 3: The Sewer Dragon’s Lair (CR 8)

Kibizax CR 5

Old kobold sorcerer 6 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +5; **Senses** darkvision 60 ft.; Perception +11

Defense

**AC** 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

**hp** 37 (6d6+14)

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

**DR** 10/adamantine (70 points); **Resist** electricity 5

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** 2 claws +1 (1d3-3)

**Ranged** sling +5 (1d3-3)

**Special Attacks** claws (2, 1d3, treated as magic weapons, 7 rounds/day)

**Sorcerer Spells Known** (CL 6th; concentration +10)

**3rd (4/day)**—*lightning bolt* (DC 17)

**2nd (6/day)**—*invisibility*, *minor image* (DC 16), *resist* *energy*, *scorching ray*

**1st (7/day)**—*mage armor*†, *magic missile*, *obscuring* *mist*, *shocking grasp*, *silent image* (DC 15)

**0 (at will)**—*acid splash*, *daze* (DC 14), *detect magic*, *ghost* *sound* (DC 14), *message*, *prestidigitation*, *read magic*

**Bloodline** Draconic; † already cast

Tactics

**Before Combat** By the time the PCs reach the throne room, Kibizax is almost certainly alerted to their presence (either from his *alarm* spell in area 2c or from the sound of fighting with Yippitok) and has *false life*, *mage armor*, and *stoneskin* active when they arrive (included in stat block).

**During Combat** When combat starts, Kibizax stops concentrating on the dragon illusion (it remains an additional 2 rounds) and casts *lightning bolt*, hoping to get as many PCs in the aisle as possible. Then he hides behind his throne and casts *invisibility*. Kibizax focuses on disorienting and misleading his enemies, using *invisibility*, *obscuring mist*, and illusions of himself to disorient and misdirect enemies as much as possible. Kibizax uses his *lightning bolt* whenever he can get two or three enemies in its arc. Otherwise, he tries to pick off targets with *scorching ray* and *magic* *missile*. Above all, Kibizax plays to the kobold audience in the balconies, as he knows this is his last performance and wants to go out in style and in a way that encourages them to push for his successor to continue the war with the Pathfinder Society.

**Morale** Kibizax fights to the death.

**Base Statistics** Without the benefit of precasting any spells, Kibizax has the following statistics: **AC** 14, touch 13; **hp** 29.

Statistics

**Str** 5, **Dex** 12, **Con** 9, **Int** 12, **Wis** 10, **Cha** 18

**Base Atk** +3; **CMB** -1; **CMD** 10

**Feats** Eschew Materials, Expanded ArcanaAPG, Improved Initiative, Toughness

**Skills** Intimidate +13, Perception +11, Spellcraft +10; **Racial** **Modifiers** +2 Perception

**Languages** Common, Draconic

**SQ** bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), crafty

**Combat Gear** *potion of cure light wounds*, *scroll of* *stoneskin*, *wand of false life* (7 charges); **Other Gear** sling with 10 sling bullets, 20 gp

Special Abilities

**Bloodline Arcana: Draconic (Ex)** +1 damage per die for [Electricity] spells.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Magic Claws (7 rounds/day) (Ex)** As a free action, gain 2 claw attacks.

Yiddlepode CR 1

Female kobold bard 2 (Pathfinder RPG Bestiary 183)

LN Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

Defense

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 16 (2d8+4)

**Fort** +1, **Ref** +4, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** rapier +1 (1d4-1/18-20)

**Ranged** light crossbow +3 (1d6/19-20)

**Special Attacks** bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1)

**Bard Spells Known** (CL 2nd; concentration +4)

**1st (3/day)**—*cure light wounds*, *hideous laughter* (DC 13), *silent image* (DC 13)

**0 (at will)**—*daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *message*, *prestidigitation*

Tactics

**Before Combat** Yiddlepode casts *invisibility* from her *scroll* before the PCs enter and hides behind the curtain or the scant scene decorations during combat, maintaining the illusion of the dragon on her father’s behalf.

**During Combat** As long as the dragon is occupying the PCs’ attention, Yiddlepode engages them with it as much as possible, even to the point of engaging in mock combat with one of them. As soon as it’s clear that the PCs start recognizing the illusion for what it is, Yiddlepode drops the spell and starts her bardic performance to help boost the guards’ attacks. She doesn’t attack the PCs directly, and remains invisible or hidden throughout combat if possible. Anytime Kibizax turns invisible or hides, Yiddlepode uses *silent image* to create a fake double of her father to divert attacks.

**Morale** When her father falls unconscious or dies, Yiddlepode tries to strike a truce with the PCs as indicated in the Development section below.

Statistics

**Str** 9, **Dex** 12, **Con** 12, **Int** 12, **Wis** 8, **Cha** 15

**Base Atk** +1; **CMB** -1; **CMD** 10

**Feats** Persuasive

**Skills** Acrobatics +6, Bluff +5, Diplomacy +12, Disguise +5, Intimidate +12, Perception +6, Perform (oratory) +10, Spellcraft +6, Stealth +10; **Racial Modifiers** +2 Perception

**Languages** Common, Draconic

**SQ** bardic knowledge +1, crafty, versatile performance (oratory)

**Combat Gear** *potion of cure light wounds*, *scroll of invisibility*, *scroll of minor image*, *scroll of minor* *image*, *wand of disguise self* (50 charges); **Other Gear** leather armor, light crossbow with 20 bolts, rapier, *circlet of persuasion*, 20 opals (worth 900 gp, 45 gp each)

Special Abilities

**Bardic Knowledge +1 (Ex)** Add +1 to all knowledge skill checks.

**Bardic Performance (standard action, 8 rounds/day)** Your performances can create magical effects.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Versatile Performance (Oratory) +10 (Ex)** You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

Kobold Guards (2) CR 4

Kobold fighter 5 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

Defense

**AC** 20, touch 14, flat-footed 17 (+5 armor, +3 Dex, +1 natural, +1 size)

**hp** 47 (5d10+15)

**Fort** +5, **Ref** +4, **Will** +2 (+1 vs. fear)

**Weaknesses** light sensitivity

Offense

**Speed** 30 ft.

**Melee** longsword +6 (1d6/19-20)

**Ranged** heavy crossbow +10 (1d8+1/19-20)

**Special** **Attacks** weapon training (crossbows +1)

Tactics

**During Combat** Sworn to protect the chieftain, the guards keep themselves between Kibizax and the PCs at all times, focusing their attacks on ranged combatants whom they can’t simply stand in the way of as they attempt to climb onto the stage.

**Morale** The guards fight to the death to protect the chief, and look to Yiddlepode for direction if Kibizax dies. If both Yiddlepode and the chieftain die, they flee.

Statistics

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; CMB +4; CMD 17

**Feats** Point-Blank Shot, Precise Shot, Rapid Reload, Toughness, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

**Skills** Climb +7, Perception +8; Racial Modifiers +2 Perception

**Languages** Draconic

**SQ** armor training 1, crafty

**Other Gear** +1 hide armor, heavy crossbow with 20 bolts, longsword

Special Abilities

**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.

**Crafty** Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.

**Precise Shot** You don't get -4 to hit when shooting or throwing into melee.

**Rapid Reload (Light crossbow)** You can reload fast with one type of Crossbow or Firearm.

**Weapon Training (Crossbows) +1 (Ex)** +1 Attack, Damage, CMB, CMD with Crossbows

Buckling Floor Trap CR 1

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

Effects

**Trigger** location; **Reset** manual

**Effect** character falls prone; DC 20 Reflex save avoids; multiple targets (marked locations on map)

1. **Giant Wasp Poison**: **Type** poison, injury; **Save** Fortitude DC 18; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Dex damage; **Cure** 1 save. [↑](#footnote-ref-1)