

Firedrake CR 1

Male human adept 1/expert 1
NE Medium humanoid
Init +0; **Senses** Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor, +0 Dex)
hp 9 (2d6)
Fort +0, **Ref** +0, **Will** +4

OFFENSE

Spd 30 ft.
Melee dagger +0 (1d4)
Ranged alchemist's fire +0 (1d6 fire for two rounds plus splash)
Spells Prepared (CL 1st)
1st—*burning hands* (DC 11)
0—*detect magic, light, touch of fatigue* (DC 10)

TACTICS

Before Combat Firedrake moves to his rack of alchemical weapons at the first sign of intruders.

During Combat Firedrake hangs back and throws alchemical weapons, starting with tanglefoot bags then alchemist's fire.

Morale Firedrake worries more about his lab than his own life and will foolishly fight to the death.

STATISTICS

Str 10, **Dex** 10, **Con** 10, **Int** 11, **Wis** 11, **Cha** 11

Base Atk +0; **CMB** +0

Feats Point Blank Shot, Precise Shot

Skills Appraise +1, Concentration +3, Craft (alchemy) +4, Heal +3, Profession (alchemist) +4

Languages Common, Osiriani

Gear leather armor (lab smock), pouch with 20 gp

Steel Wyvern Thugs (2) CR 2

Male human fighter 2
NE Medium humanoid
Init +2; **Senses** Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +1 Dex)
hp 20 (2d10+5)
Fort +4, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.
Melee spiked chain +5 (2d4+2)
Space 5 ft.; **Reach** 10 ft.

TACTICS

Before Combat The thugs move onto platforms within reach of the walkway.
During Combat The thugs stay on the platforms using reach to attack the PCs.
Morale The thugs fight to the death.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +2; **CMB** +4
Feats Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Toughness, Weapon Focus (spiked chain)
Skills Climb +7, Jump +7, Swim +7
Languages Common
Combat Gear potion of cure light wounds; Other Gear masterwork studded leather, spiked chain, pouch with 20 gp

SCARAB BEETLE SWARM (2) CR 3

N Fine vermin (swarm)

Init +0;

Senses darkvision 60 ft.; Perception +4

Defense

AC 18, touch 18, flat-footed 18 (+8 size)

hp 21 (4d8+4)

Fort +5, Ref +1, Will +1

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

Offense

Speed 30 ft., climb 20 ft., fly 20 ft. (clumsy)

Melee swarm (1d6 plus disease and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13)

Statistics

Str 1, Dex 10, Con 13, Int —, Wis 11, Cha 2

Base Atk +2; CMB —; CMD —

Skills Climb +8, Fly +0, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

Special Abilities

Disease (Ex) Swarm—injury; save Fort DC 13; onset 1/d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Exploding Gas Trap CR 3

Type Mechanical (natural); **Search** DC 24; **Disable Device** DC 30

EFFECTS

Trigger proximity (any fire source); **Reset** automatic (5 days; enough gas refills each day to inflict +1d6 damage, maximum 5d6)

Effect 5d6 fire damage, 30 ft. radius spread (Reflex DC 14 for half)

Randalan CR 6

Male human bard 6

NE Medium humanoid

Init +2; **Senses** Listen -1, Spot -1**DEFENSE****AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)**hp** 22 (5d6+5)**Fort** +3, **Ref** +7, **Will** +4**OFFENSE****Spd** 30 ft.**Melee** whip +6 (1d3 non-lethal)**Ranged** acid flask +5 (1d6 acid plus splash)**Spells Known** (CL 3rd)2nd (3/day)—blur, *cure moderate wounds*, *soundburst*1st (4/day)—*cure light wounds*, *expeditious retreat*, *hideous laughter* (DC14) *sleep* (DC 14)0 (3/day)—*daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*,
*read magic***TACTICS****Before Combat** Randalan casts Blur and lets his men take the lead**During Combat** Randalan supports his men with bardic music (inspire courage), uses his whip to disarm foes, and heals injured comrades.**Morale** If all of his thugs are defeated, Randalan casts *expeditious retreat* and attempts to flee.**STATISTICS****Str** 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16**Base Atk** +3, **CMB** +3**Feats** Combat Expertise, Improved Disarm, Improved Trip, Weapon Finesse**Skills** Appraise +10, Bluff +12, Concentration +10, Diplomacy +14, Intimidate +14, Knowledge (arcana) +10, Perform (oratory) +12, Spellcraft +12**Languages** Common, Skald**SQ** bardic music (3/day), countersong, fascinate, inspire competence, inspire courage, suggestion**Combat Gear** acid flask (3); **Other Gear** +1 mithral shirt, masterwork whip, pouch with 40 gp.

DRETCH (5) CR 2

CE Small outsider (chaotic, demon, evil, extraplanar)
Init +0; Senses darkvision 60 ft.; Perception +5

Defense

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, Ref +0, Will +3

DR 5/cold iron or good;

Immune Electricity, poison

Resist acid 10, cold 10, fire 10

Offense

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—cause fear (DC 11), stinking cloud (DC 13), summon (level 1, 1 dretch 35%)

Statistics

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11

Base Atk +2; CMB +2; CMD 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)