

## Creeley Greeves

Male human fighter 6  
LE Medium humanoid (human)

**Init** +5; **Senses** Perception +7

### Defense

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)  
**hp** 49 (6d10+12)  
**Fort** +8, **Ref** +4, **Will** +6; +2 vs. fear,  
**Defensive Abilities** bravery +2

### Offense

**Speed** 30 ft.  
**Melee** mwk greataxe +13/+8 (1d12+9/x3)  
**Ranged** mwk throwing axe +9/+4 (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** +10; **CMD** 21

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

**Skills** Bluff +5, Intimidate +8, Perception +7, Sense Motive +7

**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** masterwork breastplate, masterwork greataxe, masterwork throwing axes (2), *cloak of resistance* +1

## Furies (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 each (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 inflict 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 Strike (see Special Abilities), Weapon Focus (longsword)  
**Skills** Climb +6, Intimidate +6, Perception +4, Swim +6  
**Languages** Common

**Combat Gear** *potion of cure light wounds*;

**Other Gear** masterwork chain shirt, masterwork light steel shield, masterwork longsword

### Special Abilities

**Precise Strike:** Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage is not multiplied on a critical hit. (*Advanced Player's Guide* 167)

## **Bonebag, Riding dog.**

N Medium **Animal**

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

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### **DEFENSE**

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

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

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

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### **OFFENSE**

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**Speed** 40 ft.

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

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### **STATISTICS**

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**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 (+14 jumping), **Perception** +8, **Survival** +1 (+5 scent tracking); **Racial**

**Modifiers** +4 **Acrobatics** when jumping, +4 **Survival** when tracking by scent

## Boulder Trap CR 4

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

**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

**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

## Sewer Snakes (3)

Constrictor snake animal companion  
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 each (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** Climb +10, **Perception** +5, **Swim** +14

## Kobold Scouts (3)

Kobold ranger 4 (*Pathfinder RPG Bestiary* 183)  
LE Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perception +10

### Defense

**AC** 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 natural, +1 size)  
**hp** 34 each (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** 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 +8, Craft (trapmaking) +7, Disable Device +8, Knowledge (dungeoneering) +5, Perception +10, Stealth +15, Survival +8  
**Languages** Draconic  
**SQ** crafty, favored terrain (underground +2), hunter's bond (animal companion), track +2, wild empathy +3

**Combat Gear** *potion of cure moderate wounds*, *tangle bolts* (2);

**Other Gear** masterwork studded leather, masterwork short sword, masterwork light crossbow with 20 bolts

### Tangle bolt:

Often etched with images of spider webs or swampy vines, this sickly green +1 *seeking bolt* transforms into sticky goo when it hits, entangling its target and becoming tough and resilient upon exposure to air. In addition to the bolt damage, the target is entangled as if it had been hit by a tanglefoot bag:

An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

## Gurva and Grlak (2)

Advanced otyugh (*Pathfinder RPG Bestiary* 223,294)  
N Large aberration

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

### Defense

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)  
**hp** 51 each (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 (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 (25 vs. trip)  
**Feats** Alertness, Toughness, Weapon Focus (tentacles)  
**Skills** Intimidate +9, Perception +14, Sense Motive +8, Stealth +4 (+12 in lair); **Racial Modifiers** +8 Stealth in lair  
**Languages** Common

### Special Abilities

**Disease (Su)** *Filth fever*. Bite—injury; save Fortitude DC 16;  
*onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

## Yippitok

Male kobold alchemist 6 (*Advanced Player's Guide* 26, *Pathfinder RPG Bestiary* 183)  
LE Small humanoid (reptilian)

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

### Defense

**AC** 23, touch 17, flat-footed 17 (+3 armor, +5 Dex, +1 dodge, +3 natural, +1 size)  
**hp** 53 (6d8+12; +11 temporary hp)  
**Fort** +6, **Ref** +11, **Will** +3; +4 vs. poison  
**Weaknesses** light sensitivity

### Offense

**Speed** 30 ft.  
**Melee** dagger +3 (1d3–2/19–20)  
**Ranged** bomb +11 (3d6+3 fire)  
**Special Attacks** bomb 9/day (3d6+3 fire, DC 16)  
**Alchemist Extracts Known** (CL 6th)  
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 +11, Craft (alchemy) +12, Craft (trapmaking) +14, Disable Device +14, Perception +11, Spellcraft +12, Stealth +18

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

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

**Combat Gear** *potion of neutralize poison, potion of remove disease*;

**Other Gear** masterwork studded leather, dagger, *cloak of resistance* +1, formula book (contains all prepared extracts as well as *detect secret doors, identify, see invisibility, and undetectable alignment*), 40 gp

### Special Abilities

**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 (2)

Kobold alchemist 2/ranger 3 (*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** 36 each (5 HD; 3d10+2d8+8)

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

**Weaknesses** light sensitivity

### Offense

**Speed** 30 ft.

**Melee** 2 claw +8 (1d4+3 plus poison), bite +8 (1d6+3)

**Ranged** light crossbow +9 (1d6/19–20 plus poison)

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

**Alchemist Extracts Known** (CL 2nd)

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** +6

### 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** +8, **Craft** (alchemy) +5, **Craft** (trapmaking) +8, **Disable Device** +6, **Heal** +6, **Intimidate** +7, **Knowledge** (dungeoneering) +6, **Knowledge** (nature) +6, **Perception** +8, **Spellcraft** +5, **Stealth** +10, **Survival** +5

**Languages** Common, Draconic

**SQ** alchemy (alchemy crafting +2, identify potions), crafty, discoveries (feral mutagen), favored terrain (underground), mutagen (+4/–2, +2 natural, 20 minutes), poison use, track +1, wild empathy +2

**Combat Gear** *potion of bear's endurance*, *potions of cure light wounds* (2), giant wasp poison (3 doses);

**Other Gear** masterwork chain shirt, masterwork light crossbow with 20 bolts, short sword, formula book (contains all prepared extracts plus *jump* and *shield*), 80 gp

### Special Abilities

**Feral Mutagen (Su):** When an alchemist with this discovery drinks his mutagen, he gains two claw attacks and a bite attack, as well as a +2 bonus on Intimidate checks in addition to the normal effects of the mutagen.

## Collapsing Stair trap

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

**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)

## Kibizax

Male old kobold sorcerer 6 (*Pathfinder RPG Bestiary* 183)  
LE Small humanoid (reptilian)

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

### Defense

**AC** 18, touch 13, flat-footed 17 (+4 armor, +1 deflection, +1 Dex, +1 natural, +1 size)  
**hp** 37 (6d6+6; +8 temporary hp)  
**Fort** +2, **Ref** +4, **Will** +6  
**DR** 10/adamantine; **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, 1d3–3, treated as magic weapons)  
**Bloodline Spell-Like Abilities** (CL 6th; concentration +10)  
**Sorcerer Spells Known** (CL 6th; concentration +10)  
3rd (4/day)—*lightning bolt* (DC 17)  
2nd (6/day)—*invisibility*, *minor image*, *resist energy*, *scorching ray*  
1st (7/day)—*mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*, *silent image*  
0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *message*, *prestidigitation*, *read magic*  
**Bloodline** Draconic (blue)

### 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** 11

**Feats** Eschew Materials, Expanded Arcana\*, Improved Initiative, Toughness

**Skills** Intimidate +13, Perception +11, Spellcraft +10

**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 bullets, *ring of protection* +1, *cloak of resistance* +1, 20 gp

## Yiddlepode

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

**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, inspire courage +1)

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

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

0 (at will)—*daze* (DC 12), *detect magic*, *ghost sound*, *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, Diplomacy +12, Intimidate +12, Perception +6, Perform (oratory) +10, Spellcraft +6, Stealth +10

**Languages** Common, Draconic

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

**Combat Gear** *potion of cure light wounds*, *scroll of invisibility*, *scrolls of minor image* (2), *wand of disguise self*,

**Other Gear** leather armor, rapier, light crossbow with 20 bolts, *circlet of persuasion*, 20 opals worth 45 gp each

## Kobold Guards (2)

Kobold fighter 5 (*Pathfinder RPG Bestiary* 183)  
LE Small humanoid (reptilian)

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

### Defense

**AC** 19, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 natural, +1 size)

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

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

**Defensive Abilities** bravery +1

**Weaknesses** light sensitivity

### Offense

**Speed** 30 ft.

**Melee** longsword +6 (1d6/19–20)

**Ranged** heavy crossbow +11 (1d8+3/19–20)

**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 (heavy crossbow), Weapon Specialization (heavy crossbow)

**Skills** Climb +7, Perception +8

**Languages** Common, Draconic

**SQ** armor training 1, crafty

**Gear** +1 *hide armor*, heavy crossbow with 20 bolts, longsword, 75 gp

## Buckling Floor Trap

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

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

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

## SILENT IMAGE

School illusion (figment); Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

Range long (400 ft. + 40 ft./level)

**Effect** visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with); Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

## YOUNG BLUE DRAGON CR 9

XP 6,400

LE Large dragon (earth)

Init +5; Senses dragon senses; Perception +14

### DEFENSE

**AC** 21, **touch** 10, **flat-footed** 20 (+1 Dex, +11 natural, -1 size)

**hp** 95 (10d12+30)

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

**Immune** electricity, paralysis, sleep

### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +15 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 16)

**Spell-Like Abilities** (CL 10th)

At will—ghost sound (DC 11)

### STATISTICS

Str 21, Dex 12, Con 17, Int 12, Wis 13, Cha 12

Base Atk +10; CMB +16; CMD 27 (31 vs. trip)

Feats Dazzling Display, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +14, Fly +8, Intimidate +14, Knowledge (local) +14, Perception +14, Stealth +10, Survival +14

Languages Common, Draconic

SQ sound imitation