

Story Threat; subtier 6-7 (4 player adjustment)

KOBOLD BLADE CR 3 (2)

Pathfinder RPG Monster Codex 130

Kobold fighter 4 (*Pathfinder RPG Bestiary* 138)

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

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

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18–20)

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

TACTICS

Before Combat The kobold blade drinks his *elixir of fire breath*.

During Combat The kobold breathes fire on the first and second rounds of combat then uses its rapier on the tallest foe.

Morale If reduced below 8 hit points, the kobold blade flees.

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty TrickAPG, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

Elixir of Fire Breath

Aura moderate evocation; **CL** 11th

Slot none; **Price** 1,100 gp; **Weight** —

This strange bubbling elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

Story Threat; subtier 6-7 (4 player adjustment)

KOBOLD YAPPER CR 7

Pathfinder RPG Monster Codex 135

Kobold bard (dragon yapper) 8 (*Pathfinder RPG Bestiary* 138, *Pathfinder RPG Monster Codex* 128)

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 31 (8d8–8)

Fort +0, **Ref** +10, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 short sword +7/+2 (1d4/19–20)

Ranged +1 shortbow +13/+8 (1d4+1/x3)

Special Attacks bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])

Bard Spells Known (CL 8th; concentration +10)

3rd (2/day)—*confusion* (DC 15), *deep slumber* (DC 15), *haste*

2nd (5/day)—*blur*, *heroism*, *hold person* (DC 14), *mirror image*

1st (5/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13), *silent image* (DC 13), *ventriloquism* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance*

TACTICS

Before Combat If she senses the PCs are close, the kobold yapper casts *mirror image*, and then begins casting *heroism* on her allies.

During Combat The yapper stays behind allies if she can. She activates her bardic performance as a move action, and then casts *haste*, followed by *confusion*.

Morale If reduced below 10 hit points, the yapper flees.

STATISTICS

Str 8, **Dex** 18, **Con** 6, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)

Skills Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Sylvan

SQ bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)

Gear +1 chain shirt, +1 short sword, +1 shortbow, 410 gp

Independent Major Threats subtier 6-7 (4 player adjustment)

ROCK TROLL CR 6

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CE Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 80 (7d8+49); regeneration 5 (acid or sonic)

Fort +12, **Ref** +3, **Will** +3

Weaknesses sunlight petrification

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+7), 2 claws +12 (1d6+7)

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

Special Attacks rend (2 claws, 1d6+9)

TACTICS

During Combat The rock troll engages the largest foe and uses Power Attack.

Morale The rock troll fights to the death.

STATISTICS

Str 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 24

Feats Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)

Skills Climb +11, Intimidate +10, Perception +6

Languages Giant

SPECIAL ABILITIES

Sunlight Petrification (Ex) A rock troll that is exposed to natural sunlight is staggered and must attempt a DC 20 Fortitude save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start attempting new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

Minor Custom Threat subtier 6-7 (4 player adjustment)

ZUVEMBIE CR 4 (2)

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NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 37 (5d8+15)

Fort +3, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +4; **DR** 5/piercing; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/x3), claw –1 (1d4) or
2 claws +4 (1d4+1)

Special Attack corpse call (DC 16)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*darkness*

3/day—*ghoul touch*, *scare* (DC 14)

1/day—*animate dead*, *ray of exhaustion*, *summon* (level 3, 1d3 bat or bird swarms [use the same stats], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

TACTICS

Before Combat If it senses the PCs are close, the zuvembie uses corpse call to draw them in.

During Combat If in a group, one zuvembie continues to use corpse call while the others attack with battleaxes. If alone, the zuvembie first summons a bat swarm then attacks with its battleaxe (see bat swarm statistics on page 84).

Morale The zuvembie fights to the death

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Ability Focus (corpse call), Dodge, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvembie can call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 16 Will save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.

Linked threat; subtier 6-7 (4 player adjustment)

FROST FANGS TRAP CR 7

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect jets of freezing water (3d6 cold damage, Reflex DC 20 half); multiple targets (all targets in a 40-ft.-square chamber)

Environmental threat; subtier 6-7 (4 player adjustment)

WYVERN ARROW TRAP CR 6

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

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6/x3 plus wyvern poison)

Wyvern Poison

Type poison, injury; **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Effect 1d4 Con damage; **Cure** 2 consecutive saves

Treasure for Story Threat: In both subtiers, the treasure is the kobolds' equipment.

In Subtier 3–4, the Chronicle sheet lists an elixir of fire breath and a circlet of persuasion. None of the treasure from Subtier 6–7 is listed on the Chronicle sheet.

Treasure for Linked Threat:

In Subtier 3–4, the treasure is a masterwork longsword, a potion of cure moderate wounds, a potion of delay poison, and a ring of protection +1.

In Subtier 6–7, the treasure is a ring of protection +2.

Additional Treasure:

In Subtier 3–4, Sparklegrim Passage also contains a masterwork breastplate, a cloak of resistance +1, three potions of cure moderate wounds, two potions of spider climb, a scroll of levitate, and a fully charged wand of summon monster I, as well as 450 gp worth of trapmaking materials. In Subtier 6–7, the vault instead contains a cloak of resistance +2, a deck of illusions, two potions of cure serious wounds, a potion of haste, and 521 gp worth of trapmaking materials.