

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 1/2

Male human warrior 1
NE Medium humanoid
Init +2; **Senses** Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +0 Dex)
hp 11 (1d8+3)
Fort +2, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.
Melee spiked chain +1 (2d4) **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 11, **Dex** 11, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +1
Feats Exotic Weapon Proficiency (spiked chain), Toughness
Skills Climb +4, Jump +4, Swim +4
Languages Common
Gear leather armor, spiked chain, pouch with 10 gp

SPIDER SWARM

N Diminutive vermin (swarm)

Init +3; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4

Defense

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

hp 9 (2d8)

Fort +3, Ref +3, Will +0

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

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11)

Statistics

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +1; CMB —; CMD —

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

Special Abilities

Poison (Ex) Swarm—injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Exploding Gas Trap CR 2

Type Mechanical (natural); **Search** DC 21; **Disable Device** DC 25

EFFECTS

Trigger proximity (any fire source); **Reset** automatic (2 days; enough gas refills each day to inflict +1d6 damage, maximum 2d6)

Effect 2d6 fire damage, 30 ft. radius spread (Reflex DC 12 for half)

Randalan CR 3

Male human bard 3

NE Medium humanoid

Init +2; **Senses** Listen -1, Spot -1

DEFENSE

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

hp 16 (3d6+3)

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

OFFENSE

Spd 30 ft.

Melee whip +5 (1d3 non-lethal)

Ranged acid flask +4 (1d6 acid plus splash)

Spells Known (CL 3rd)

1st (2/day)—*cure light wounds*, *expeditious retreat*, *sleep* (DC 13)

0 (3/day)—*daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*,
read magic

TACTICS

Before Combat Randalan 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** 15

Base Atk +2, **CMB** +2

Feats Combat Expertise, Improved Disarm, Weapon Finesse

Skills Appraise +7, Bluff +8, Concentration +7, Diplomacy +10, Intimidate +10, Knowledge (arcana) +7, Perform (oratory) +8, Spellcraft +9

Languages Common, Skald

SQ bardic music (3/day), countersong, fascinate, inspire competence, inspire courage

Combat Gear acid flask (3); **Other Gear** +1 *studded leather*, masterwork whip, pouch with 20 gp.

LESSENERED DRETCH (3)

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 13 (2d10+7)

Fort +5, Ref +0, Will +3

Resist acid 5, cold 5, fire 5

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)

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)

These dretches were warped by the summoning that Gandros read off the scroll. A DC 15 Knowledge (the planes) check reveals that they appear weaker and slightly smaller than a normal dretch and appear to be severely disoriented.